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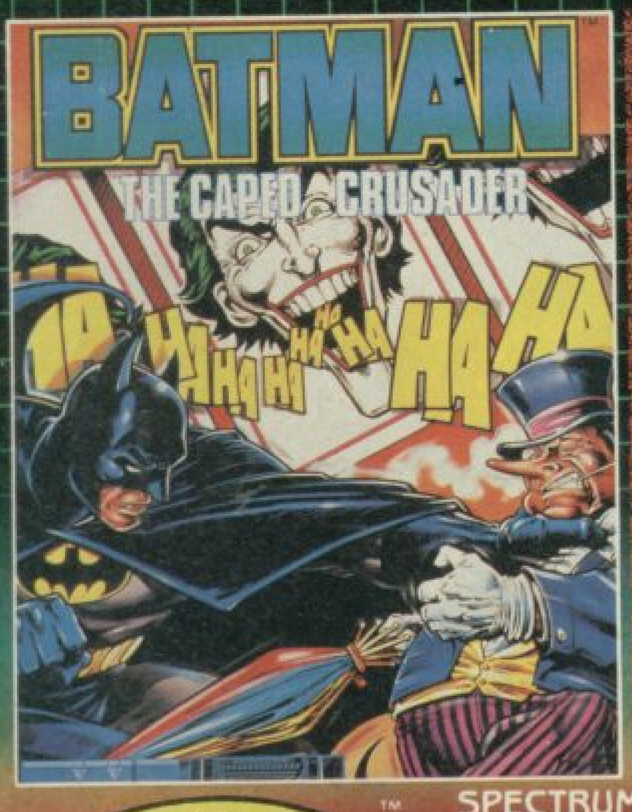
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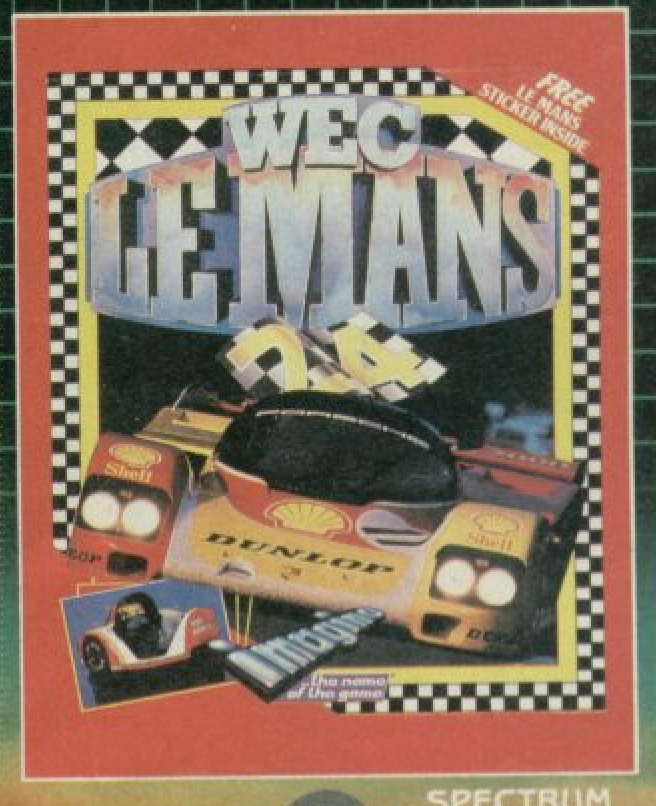
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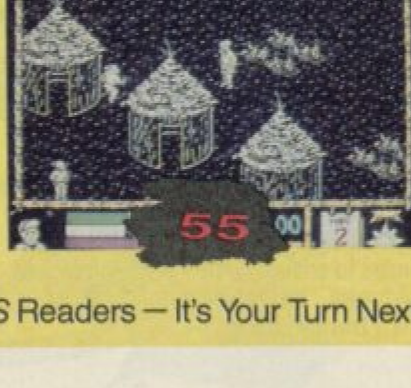
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STONE THE CROWS!

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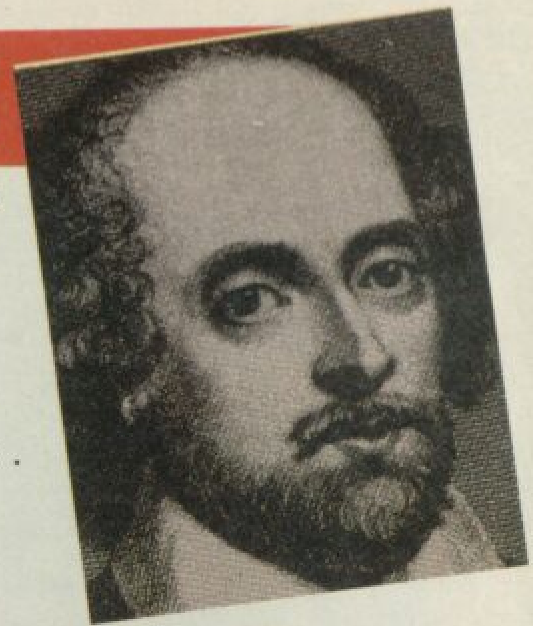
The YS office is full of eggs! Little fluffy bunnies are hopping around all over the shop! What can this mean? Ah yes, it's Easter time again. Ho hum. Join in the fun and frolics with

pssst

MY KINGDOM FOR AN EGG!

Adventure freaks who own +3's and are fans of 'the bard' will like this one: Topologika is releasing a text only adventure called *Avon*. You find yourself, after watching too many Shakespeare plays, wandering around a strange land, where they use a richer language than usual: how you will return to the present day is something you'll have to find out for yourself.

An exhaustive knowledge of Shakespeare's works is not necessary, say Topologika, because it's just the problems rather than the solutions that are half-inched from the bard.



PUT IT IN THE BIN BEN



Who's this cutsey-wutsey little lambsy-wamsy kins, then? It's Ben Bracken, that's who - yet another young chappie we've had in on work 'experience' at Castle Rathbone recently. Though forced to spend most of his time in the YS art dungeon, Ben struck all with his wise decision to refuse any offer of food at the Rathbone Arms public house. If you'd seen the state of those who'd dared the Chicken Supreme the next day you'd know why! Before he went we let him have a go at designing a page - which is why the Pacland competition is the shambles it is! Only kidding Ben...

BUNCH OF BANKERS

A seminar on Electronic Risks in Banking and Commerce is being held in London next month. It's all about computer fraud, and is being presented by two electronic-fraud sleuths, who are going to be highlighting twenty actual cases.

One sort of computer fraud is the 'hole in the wall' cash-dispenser variety — and here's the *YS* tip on 'how to do it' (Oo-er). Get some round ended scissors and cut an 8.5cm by 5.4cm rectangle out of a Fairy-Liquid bottle then video-tape the opening credits from *Neighbours*. Taking the scissors again, cut a small strip from the video-tape you've just recorded stick it onto your rectangular piece of plastic and voila, you have a universally accepted cashpoint card. The cavortings of Jane and Mike coupled with the Tony Hatch theme tune on the tape will confuse all banking systems, allowing you to withdraw vast quantities of cash from any machine in the country!

CODE MASTERS PRESS RELEASE...

From the first of November 1988 all new Code Masters low cost games were released with a £2.99 R.R.P. Prior to that date Code Masters low cost games had been priced at £1.99 R.R.P. Now these games are being re-re-priced at £2.99, effective from the first of Feb 1989.

This increase will prevent confusion. Honest! The higher revenue will assist in financing Code Masters exciting development program.

Additionally the higher price positions Code Masters above £1.99 'budget' games.

...A TRANSLATION

David and Richard have decided they want to make more money. Not only are they going to raise the price of forthcoming games by a pound, but to 'avoid confusion' are kindly going to increase the price of existing titles as well. This will look good on the shelves, because most people equate price with quality.

The extra money made can then either be salted away in a Swiss bank account, spent on a yacht or even ploughed back into the business to ensure further profit increases in the future. "It's an absolutely brilliant plan!!": David Darling.

Rather Bizarre Egg/Bunny 'Fact': The Flemish Giant is the largest breed of rabbit on the planet, being on average three feet long and weighing in at over a stone: however, larger specimens are well documented. The heaviest recorded 'British rabbit' (8lb 4oz) was killed by a Norman Wilkie of Fife, Scotland, while out on a jolly days ferreting. Jacques Bouloc never even got a chance to see it.

3

IT'S EGGSTRAORDINARY

Sega, Nintendo and even the PC Engine will soon be facing some stiff competition: August heralds the release of the Konix Multi System console. Why Multi System? Because there are about a squillion things it can do, that's why. The main console has a steering column attached to it, which can act as an aircraft control, motorbike handlebars or car steering wheel, while there's a special foot pad with accelerator and brake pedals attached. There are going to be numerous add ons as well - even (gasp!) a hydraulic chair to sit in (a la the arcades) for only an extra 150 smackers. Gordon blimmin' O'Blimey!

Unbelievable. The basic unit's going to retail for under 200 quid, and the games are expected to go for about fifteen!



COMIX CHART

1) ***V For Vendetta*** (DC)
2) ***Havok and Wolverine: Meltdown*** (Marvel)
3) ***Viz***
4) ***Black Orchid*** (DC)
5) ***Excalibur*** (Marvel)
6) ***Marshal Law*** (Epic)
7) ***X-Men*** (Marvel)
8) ***Stray Toasters*** (Epic)
9) ***The Prisoner*** (DC)
10) ***Akira*** (Epic)

Bubbling under:
Catwoman (DC)
She-Hulk (Marvel)
Sandman (DC)

Chart compiled courtesy of **Comic Showcase, Neal St. London.**

This month Uncle Davey takes you through a new chart from Comic Showcase in London's Covent Garden. Best seller is Alan Moore's *V For Vendetta* (Sadly drawing to a close now) followed closely by the *X-Men* spin off story, *Havok and Wolverine: Meltdown*. I like this one a lot! The story is progressing, it's very well presented and each frame of artwork is, erm, a work of art! Havok bears more than a passing resemblance to James Dean, and there's a chic Magenta Devine lookalike driving a '57 Ford Thunderbird to boot! Check it out!

Another derivative mag, if that's your bag, is *Excalibur* which is currently riding at number five. This comic has it's origins in both the *X-Men* and the *Captain Britain* titles. The Showcase crew like it because it isn't as 'gloomy' as the other mutant titles, and it's rather tongue in cheek humour.

Good old *Marshal Law* is at number six in the chart and, hopefully, after some hold up, at issue number six in the shops when you read this. Still the Brit *2000AD* team of Kevin O'Neil and Pat Mills deliver the goods so it deserves to be a seller.

At an undeservedly low number ten in the chart is Katsuhiro Otomo's (Try saying that after fifteen pints and a chicken vindaloo) brilliant *Akira*, as seen on Channel Four's *Signals-The Day Comics Grew Up*. This is a thriller set in Neo-Tokyo (Or the remains thereof after the bomb was dropped in 1992!).

Creeping up towards the chart we have Marvel's re-issue of *She-Hulk*, DC's new format *Animal Man*, and also from DC, the four part series, *Catwoman*. This is the story of the Caped Crusader's feline foe which has it's origins in the earlier story *Batman: Year One*. What with *Batman* the computer game and *Batman The Movie* (Currently in production in this country!), where will the Bat-person show up next? Well, word has it that Pepe Moreno is working on a new graphic novel featuring computer generated graphics' Mind you, don't expect too much on the *Batman* front until after the release of the movie, 'cos the producers of the film don't want Batty to be portrayed in an unsavoury light in case it effects their bid for a PG certificate!

So, as Bazza Norman says, there we have it, and why not? Adios until next month amigos!

Unca' Davey.

THE PSSST BUNNY RABBIT COMPO



Activision has secured the rights to *Who Framed Roger Rabbit*, and the computer game of the film is being coded as you read this (not the whole game you understand — just about one and a half minutes worth of it: an entire game takes much longer.) Anyroad, to celebrate this momentous announcement we're giving away (in conjunction with out chums at Activision) 10 (yes 10) fabbola *Who Framed Roger Rabbit* T-shirts. They're extremely T-shirtish in design, with a colourful picture on the front and more 'limb-holes' than you could pole an armadillo through. All you have to do is answer this simple question:

How many times a year does a male rabbit 'do it'?
(A) Once
(B) Twice
(C) Three times
(D) More than three times

Write A,B, C, or D on the back of a bunny embryo (or a postcard) and address the front to Our Sexy Furry Friends Compo, *YS*, PO Box 1509, Enfield, Middlesex, EN1 1LQ. Oh, and get them in by April 30th.

Tizers

• After *Exocet*, *Sidewinder* and *SAM (Fox Strip Poker)* another famous missile makes its debut in the computer world, *Silkworm*. Coded for The Sales Curve (the people behind Rebel) it's a horizontal scrolling shoot 'em up in which you'll use either your jeep or your chopper (Fnar) to take on tanks, jets and, yes, guided missiles. Crumbs!

• That ol' game pool's seen as a long time poor cousin to snooker in this country, but not for much longer if 'Maltese' Joe Barbara has anything to say about it! Firebird is bringing out *3-D Pool* (£7.99) in April with a rotating table feature so you can see the hot cue action from any angle. Get through to the final and you take on Joe himself for the tournament. What do you mean who's Joe? Only UK and European pool champ and rated second in the world, that's who! Honestly some people...

• The last Alternative Micro Show was a storming success — or so the promoters claim at any rate. Moving down from Birmingham to London's Horticultural Hall this year, it'll be packed full of Speccy dealers and user groups (for special cheap rates phone 0473 690729 — though it may be a bit late now.) Could be worth a wander on April 1st (10.00—5.00) if you're in the market for games, joysticks or even a spanking new Speccy...

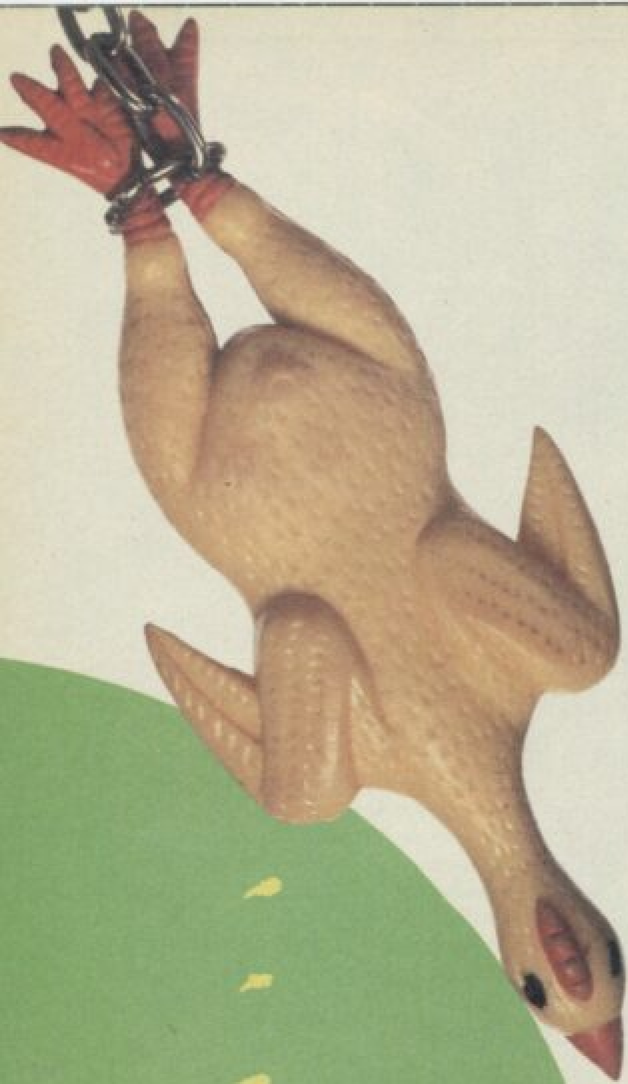
• US Gold for instance has a new trio of tasty treasures to tease £12.99 out of our trousers. Which one takes your fancy?

Go Crazy with its selection of *Bad Cat*, *Jinx*, *Sidearms* and *Shackled* amongst others? *Arcade Muscle* featuring *Roadblasters*, *1943*, *Bionic Commando* and more. Or how about *Command Performance* with *Trantor*, *Armageddon Man* and that game *Shackled* again? Let your tastebuds decide...

• We like our platform games here at *YS*, so the upcoming Capcom arcade licence *Strider* should go down well. This is a *Rastan Saga/Tiger Road* sort of thing with everything from dinosaurs to giant robots lining up to get sliced by your oversized Kitchen Devil bread knife. US Gold will give you one (ahem) for just £8.99/£12.99! What a bargain!

• Hewson is due to bring out *Custodian* soon. A new multi-directional scrolling shoot 'em up with over 250 screens, where you must protect a load of nuclear-charged tombs from energy eating parasites.

Joining it on the shelves in June/July is *Asaroth-Angel Of Death*, an arcade adventure set inside a buried labyrinth with lots of ancient Egyptian monsters to beat.

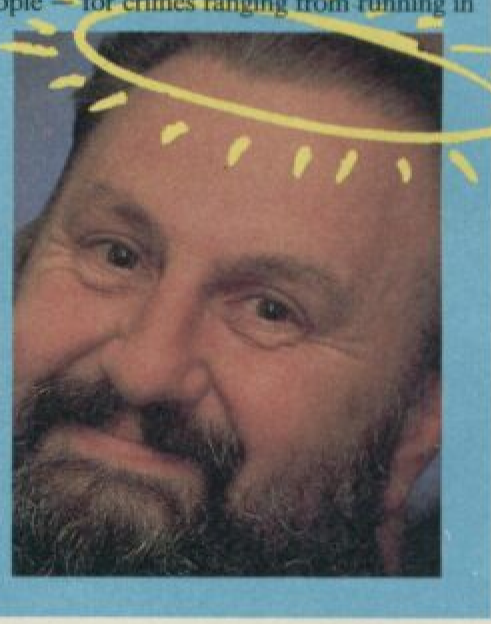


RELIGIOUS TRAINSPOTTERS THROUGH HISTORY

A Series In Conversation With The Worlds Greatest Trainspotters

No 2. James Anderton

I haven't always been a copper. Well, actually, maybe I have. It's hard to tell — everything gets fuzzed up in my mind…sorry Lord? No, no, it's okay, I'm just doing this Trainspotter thing at the moment. Where was I? Let's think back…aaah yes, schooldays. Oh yes, I was sort of a copper then as well as it happens — or a prefect, but it's the same thing really, isn't it. My job basically was to hang around in the school nicking people — for crimes ranging from running in the corridor to chewing gum in the foyer. I got the messages even then': "Nick him, my son, for does he not walk a pace so brisk it is akin to a trot." That sort of thing. It's very helpful having a direct hotline to God — some people think I'm barmy, but the Pope understands. Anyway, I'm supposed to be telling you about trainspotting, which, thanks to my celestial 'contact', I'm pretty good at. I don my parker, sling my Pan Am bag over my shoulder, hang around at BR stations and wait for the messages to start flooding in.



"My son, I alert thee to the fact that the 3.30 from Paddington is fast approaching platform four. Get thy skates on."

"The number of the train on platform six thou hast already bagged, leg it instead to platform one."

"Hark, my son, hearest ye not the sound of the 4.15 cattle-train to Scunthorpe? Platform three beckons again."

I've totally filled two A4 pads thanks to the Lord!



BUMPER EASTER STICKERS

Dig around inside this copy of *YS* and you'll find an extra present: a sheet with four stickers on it courtesy of US Gold and ourselves. Peel them off and stick them anywhere. On the fridge. On the car. On Aunty Gertrude's favourite hat. On the dog. On a Boeing 707. The world is your oyster, as it were: hours of fun for all the family.

Top Five Lies

1) Christopher Biggins wrote most of William Shakespeare's plays except 'Hard Times' and 'Oliver!'
2) An anagram of 'Teresa Maughan' is 'Dayo, dayy-o, daylight come and I wan' go home!'
3) My aunt's umbrella plant is General Secretary of the United Nations.
4) The 999 service closes from 2-3 pm every Wednesday so that the operators can go to Kidderminster and have cockroach dissecting contests.
5) From the top of the Prudential Assurance Building in Bromley you can see 17 continents.

This chart was compiled by **Alan Simpson** of **Belfast**. Great stuff, but what we don't understand is why he included the last bit from the top of the Prudential Assurance Building in Bromley you CAN actually see 17 continents. It's a documented 'fact' in Norris String 'em up' McWhirter's *Guinness Book Of Records!* Anyway, send your silly charts into Pssst, any printed will win their creator a spiffy *YS* badge.

Top Five Celebrity Anagrams

1) He's no slobb
2) Warty goner
3) No parents here — Fergie on hols! "Yes, she's a sick bitch," I cry. Prr (?)
4) I whirl aimlessly
5) Ror! I can bonk me posh piece all night thru'.
(Answers are upside-down 'somewhere')





THE CHANGING FACE OF SCREENSHOTS

Just a little note to tell you that from next month the review section is going to be slightly different. The main changes are going to be to the scoring system — we've got an absolutely spanky one in the pipeline. Just thought you'd like to know.

GAMES CHART

FULL PRICE GAMES

This Month	Last Month	Game/Publisher
1	(NE)	**Robocop**/Ocean
2	(2)	**Operation Wolf**/Ocean
3	(1)	**Afterburner**/Activision
4	(5)	**Double Dragon**/Melbourne House
5	(3)	**Thunder Blade**/US Gold
6	(6)	**R-Type**/Activision
7	(NE)	**Giants**/US Gold
8	(NE)	**Return Of The Jedi**/Domark
9	(4)	**Batman**/Ocean
10	(RE)	**Game Set and Match**/Ocean

BUDGET GAMES

This Month	Last Month	Game/Publisher
1	(NE)	**Ghostbusters**/Mastertronic
2	(NE)	**Kick Start 2**/Mastertronic
3	(NE)	**Yogi Bear**/Alternative
4	(NE)	**Knightmare**/Mastertronic
5	(1)	**Joe Blade 2**/Players
6	(3)	**Footballer Of The Year**/Kixx
7	(NE)	**Jet Set Willy**/Mastertronic
8	(6)	**Gauntlet**/Kixx
9	(2)	**Bombjack**/Encore
10	(NE)	**Motor Bike Madness**/Mastertronic



DOA (15)

Dennis Quaid, Meg Ryan

Ever had a teacher you'd just *lurve* to kill? Maybe the creaky old crone who taught maths? Never a hunky, handsome English professor like Dennis Quaid though. He's wise, witty, wonderful . . . and only got twenty four hours to live!

Somebody slipped the doomed don a deadly Mickey Finn but he's not out for the count as he counts down to his demise. Instead he's busy investigating his own murder. Then there's the suspicious suicide of one of his students! And finally his wife is killed and the police pin the blame on him — which at least saves the state the cost of an execution!

Now Quaid can be forgiven for being a bit upset by all this, but when he suspects dizzy Meg Ryan of being his murderess he really is not thinking straight. Lacking handcuffs, he super-glues her to his hand so that she can't escape. Now I can think of far worse fates than being attached to Dennis Quaid — knoworrimean? — but he's not the sort of guy to associate with if you want a long life!

Even when he realises his mistakes she's still stuck on him, so together they set out to investigate the conspiracy before she has a corpse on her hands — literally! The plot is suitably thrilling as Quaid and Ryan repeat their *Inner Space* double act and the direction by the people who created Max Headroom is dark and atmospheric. *Dead On Arrival* is a real live wire!



Rather Bizarre Egg/Bunny 'Or Chicken' 'Fact': Grant Sullens of California decided to outdo Jacques Bouloc. Over a period of seven years he continually crossed and re-crossed Rhode Island Reds with other varieties [illegible] experiment culminated in a monstrous 2[illegible] called 'Weirdo'. Weirdo proved to be extremely aggressive, however, and killed two cats and se[illegible] crippled a dog that was silly enough to get too close. Even Norman Wilkie (of Fife) and his ferrets would have kept a wide berth.

FRIGHT NIGHT II (18)

Roddy McDowall, William Ragsdale

I like a movie with bite. Something to get my teeth into. A film that brings new blood into the cinema. A comedy in the jugular vein. But of course vampires don't really exist . . . and everything that happened to teenager William Ragsdale in *Fright Night I* was just a case of mass hysteria!

EEEEEK!!! If vampires don't exist, what was that just climbing up the wall, baring its fangs and gnashing its teeth? Oh, it's only *Phil South* sneaking in to look for some left-over sandwiches to munch on. Still, it might be wise to call on TV horror movie host and fearless (fearless?) vampire killer Roddy McDowall, just to be sure.

You see, despite a lot of expensive psychiatry, Ragsdale is still witnessing nocturnal deliveries of coffins and suffering from strange dreams in which he's bitten in the neck by beautiful bloodsuckers. And what of the ghostie on roller skates and the werewolf with designs on our hero's reluctant girlfriend?

Well, it seems like the vampire of *FN1* had a sister and as everyone knows, blood is decidedly thicker — and tastier — than water. So she's out for revenge, with plans to doom our hero to eternal life, which means that she can torment him till the end of time! That's what I call getting it in the neck!

This means it's time for timid undead terminator McDowall to arm himself with crucifixes and stakes and come to the rescue. But he's been sacked from his television show and his place has been taken by one of the vampires!

Some silly gags and a spectacular special effects ending, in which the undead quartet get their come-uppance, make this a better than average sequel. Fangs a lot, guys and ghouls.



INSIDE THE ED

Not only have we got the prettiest editor in the world of computer mags, we've also got the gutsiest, and we've got a photograph to prove it – it's an X-Ray shot of T'zers stomach. Other mags print the outside of their editors. We print the inside of ours. It's a 'first'!!!



T'zer recently hurt her knee while ski-ing (she's so crap she fell over on the second day), and we've got an X-Ray of that as well. When we've built up a comprehensive library of internal shots we'll be running a 'Teresa Maughan Anatomy Jig-Saw Puzzle'. Watch for it - here in Psssst!!

The Atari 520STFM



Of £450 worth



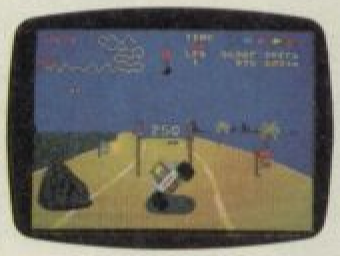
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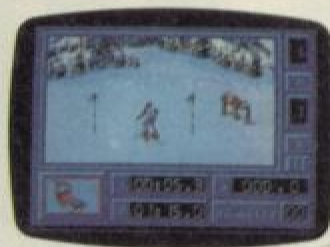
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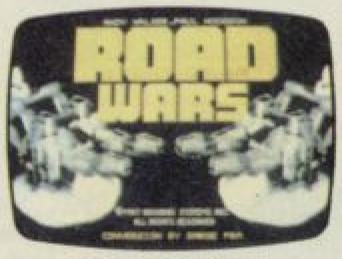
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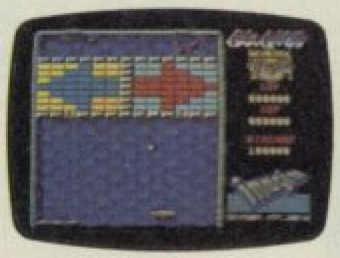
CHOPPER X. £9.99
Mastertronic.



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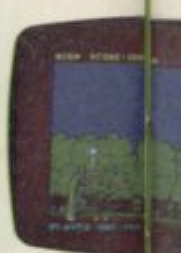
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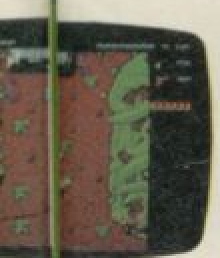
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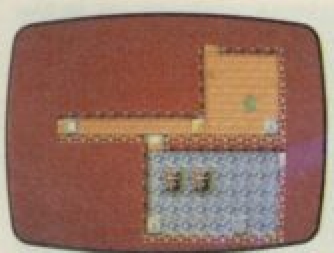
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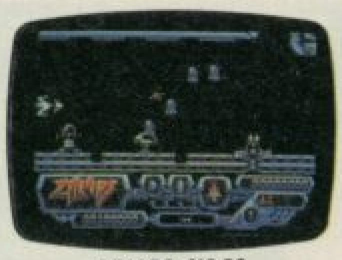


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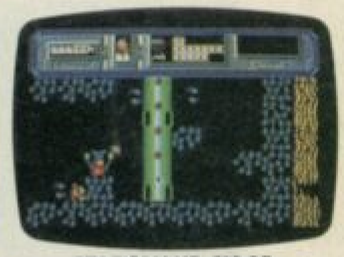

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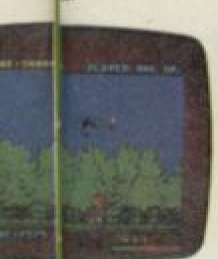

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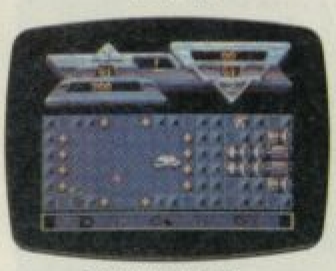

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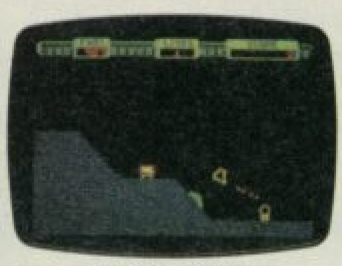

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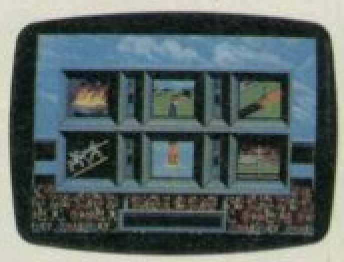

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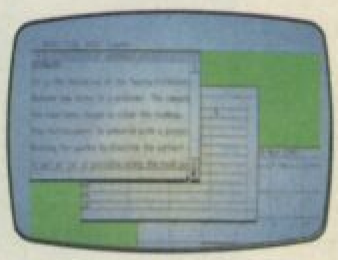

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ATARI SUPER PACK

You're no doubt used to loading up our free cover-mounted cassettes and remarking to anyone in your immediate vicinity "Blimey O'Cork, they've only managed to come up with the goodies again — how do they do it?" Well, we're not telling, but we can assure you that this months offerings are no exception to the *YS* quality rule (so they're totally fantabulous). For your delight we have another full price blast from the (not too distant) past — it's called *Survivor*, and it's from US Gold. Also there's a fully playable demo of Grandslam's forthcoming biggy, *Pacland* — and not content with that, we're also giving you a program containing more POKEs than you could squeeze into Harry Secombe's underpants! Yippee!

YS SMASH TAPE

SURVIVOR

PLUS PACLAND & LOADSAPOKES

SURVIVOR

Seen the movie *Alien?* Then you'll have a rough idea of what this game is all about — not that it's actually based on the film, but let's just say it's *Alien*-ish?.

You play a lone alien, the end product of a million years of evolution, and you're stuck inside a giant spaceship which is circling a long dead planet — and let's face it, the planet was yours. Your aim is to perpetuate the race that spawned you by introducing pods, of which there are 10, into the incubators that are scattered about the ship.

Finding these incubators is no mean feat in itself, but unfortunately for you, your energy levels are slowly draining as well. The only way to restore these energy levels is to devour the little engineers who can be found roaming the ship — but beware, they can spit acid at you. Acid spitting isn't solely confined to the engineers though; you're pretty handy in the old gob-sizzler department yourself.

The ship consists of 142 areas (we said it was big) divided into four zones, which are joined by doors or air vents. Furthermore each zone has various levels which are entered by lift. To enter a lift, door or vent, you only need to stand in front of it and duck. The power of the alien's jumps can be increased by ducking before jumping, and the distance your spit travels can be furthered by holding down the fire-button for a longer time. Oh, and keep in mind that not all the creatures on board are necessarily unfriendly, but they might become nasty if you provoke them!

Survivor
Left: CAPSHIFT, X, V, N — Right: Z, C, B, M
Jump: Q to P — Duck: A to ENTER
Spit: 1 to 0 — Info: Space
Pause: SYM SHIFT – A — Restart: SYM SHIFT – H

Kempston, Sinclair joysticks and Cursor can be used.
Important note: the Kempston interface cannot be used on 128K machines.

Pacland
Left: O — Right: P — Jump: SPACE (1 or 2 start)

SURVIVOR

YOUR SINCLAIR



SURVIVOR

Exclusive to *Your Sinclair*
Plus **PACLAND DEMO**
And LoadsaPOKEs

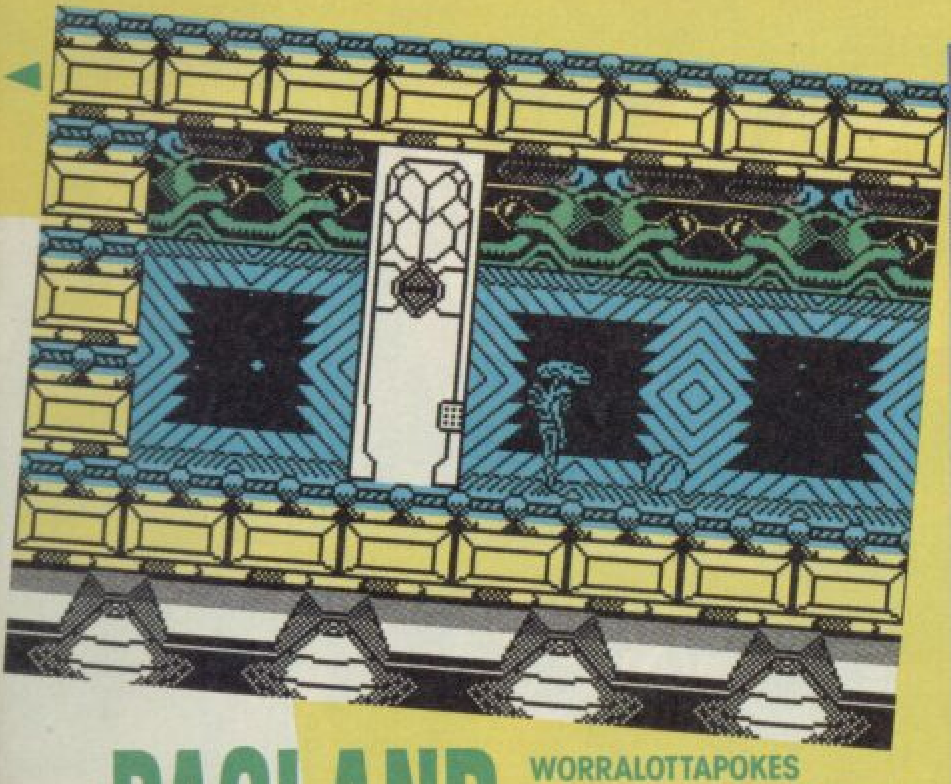
SURVIVOR

Search the ship for 10 pods, which must be placed in the incubators which are also scattered around. To deal with your adversaries you are able to spit acid. Holding the fire-button down enables you to spit further. Your ultimate goal will be realised when you have filled every incubator with a pod, thus ensuring the continuation of your species.

PACLAND

Zoom around the town munching fruit and power pills while avoiding the myriad nasties.

FOLD FOLD



PACLAND

(A Completely Playable Demo Of Several Levels*)

Pac is probably one of the most famous computer-sprites on the planet – and yo, here he is again. Set on his home island, Pac resolves to help a lost fairy home to fairyland.

To succeed, Pac must pass through towns, forge through rugged mountains, cross dangerous ravines and trek across deserts.

Throughout his adventures, Pac is hindered by his relentless enemies, Blinky, Pinky, Inky and Clyde: annoying ghosts who dwell in Pacland. They will do everything in their power to prevent Pac succeeding.

However, Pac has allies too – power pills. When munched, a power pill will make the ghosts flash, whereupon they can be caught – leaving their eyes to flee the screen for rapid regeneration. Pac also likes the fruit, which he may gobble up if he so desires. When you finish you will be rewarded with a pair of flying shoes – these will speed you on your way home but don't be complacent, cos the ghosts are still chasing you. The round proper is over when you have rejoined your family in Pactown.

*You'll have to play it to find out how many!

WORRALOTTAPOKES

Your super dooper bonus this month is the POKEs program – it's bulging with infinite lives and energy. Once it's loaded you'll need to highlight the section you need using keys O, P (left, right) and Q, A (up, down). M selects. If you change your mind and want to get back to the main menu don't panic – just press SPACE! Aren't we nice.

IMPORTANT: THESE POKES ONLY WORK IN 48K MODE, SO DON'T TRY LOADING THEM IN 128 OR THERE'LL BE A TERRIBLE TO-DO!

TAPE RETURNS

If your tape fails to load into your Speccy for any reason (lack of success due to using a toaster instead of a data-corder doesn't count, by the way) then there are five things for you to do . . .

1) Put the offending cassette in a hefty envelope along with an equally hefty SAE.
2) Address it to Survivor Tape Returns Dept, PO Box 320, London N21 2NB.
3) Take it to a postbox and bung it through the slot.
4) Go home and put your feet up with a refreshing mug of *Ovaltine*.
5) Sing a hearty sea-shanty.



ALL WILL BE REVEALED . . .



NEXT MONTH IN *YS!*

YS SMASH COVER TAPE

Good Lord!! TWO Complete full price games!! A superb playable demo of a new smash release!

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Will it be mushrooms? Fried onion rings?, You'll have to wait and see! Hope it's . . .

YOU'D NEVER THINK THERE COULD BE SO MUCH IN IT!

Fancy yourself as a birrova Rambo type? Then check out our feature on the zappy paint pellet war game, Combat Zone.

'Compos, compos everywhere and all the prizes are wicked.' (From the Rhyme Of The Ancient Compo Winner)

More game reviews than you could shake a stick at! And our screenshots are all in glorious technicolor unlike, as Alan Whicker would have it, certain other mags we could mention.

Plus all your favourite regular features!

In your super soaraway May issue, on sale 17th April!



THE POWER
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COIN-OP HITS
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YOUR SINCLAIR – "So another spanker from Imagine. You'll be a fool if you miss it!"
SLAPFIGHT
COMPUTER & VIDEO GAMES – "Simple. Smooth. Very addictive. A winner." ZZAP – "A superb arcade conversion and a great shoot 'em up. This is one for the ZAPPERS collection."
RENEGADE
COMMODORE USER – "As conversions go this still takes some beating – literally and metaphorically."
YOUR SINCLAIR – "The graphics are so slick you really feel you're part of an action movie rather than just playing a game."
ARKANOID
ZZAP 64 – "I thoroughly recommend Arkanoid – for the simple reason that it's simply gorgeous playing with it."
COMPUTER GAMES WEEK – "The take home message is simple. You want a great arcade game?"
FLYING SHARK
COMPUTER WITH THE AMSTRAD CPC – "This is an excellent game."
ACE – "Incredibly frustrating playable and addictive."
ARKANOID REVENGE OF DOH
AMTIX – "Excellent – can't fault it. A future number one."
YOUR SINCLAIR – "Immensely impressive and chronically addictive. A Classic."
BUBBLE BOBBLE
AMSTRAD ACTION – "It's a cracker. Definitely a game I should keep coming back to."
GAMES MACHINE – "Packed to the brim with entertainment."
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Vigilante? What, crinkly old Charlie Bronson out cleaning up the streets using only his trusty .45 and a sock full of tuppenny bits when any fool could tell him a mop and bucket would be far more useful? Not on your nellie, chummo, says *Matt Bielby*, we're talking serious ass kicking kung fu muthas here!

If the name Vigilante conjures up images of prune-faced old gits hoping to cure all of society's evils with a Saturday night special, then you're likely to be a bit confused by this. Not an Eliminator, Exterminator, Punisher or Excommunicator (?) to be seen. This is a pure martial arts beat 'em up packed with literally reams of colourful baddies to kick, punch or, erm, kick again. Think *Dragon Ninja* and *Target Renegade* and you won't go far wrong.

You may have seen the IREM coin-op upon which this is based lurking around some dark corner of your local arcade, though it didn't receive as wide a distribution as some. In fact, its greatest claim to fame seems to lie in the identity of the captured heroine you're desperately seeking! Yep, it's none other than the Material Girl herself, your Lucky Star, the Queen of Eighties rawk'n'roll... Madonna! *(Surely some mistake? Ed).*

Well, ahem, yes actually, extensive research has revealed that this isn't in fact THE Madonna, but just a girl who simply happens to be called Madonna. What a disappointment, eh?

Still, let's take a good old nosey at the game in more detail...

Level one (there are five, fact fans) takes place on a 'typical' New York street – if 'packed with thugs' is an accurate description of Stateside street-life, that is. The background is quite a nice rendition of the famous Manhattan skyline while the foreground scrolls sideways in both directions at a rate slightly faster than the movements of the characters' feet – giving the impression (on our preview copy at least) that they're all walking on a giant conveyor belt!

Our hero is a perfectly respectably sized dark haired chappie in dark dungarees (looking not unlike The Karate Kid in fact) – until you see the size of the guys he has to face! They're huge! And not only that, there are truckloads of them!

One of the strengths of the game is the number of hostile sprites on screen at any one time. It's not unusual to have two attacking you – one collapsed at your feet and two more running to the attack at any one time! Stand still and you're soon smothered in a kicking, punching mass of people from which the only way out is feet first.

To even the odds a bit there are nunchakus (those things like an old toilet chain with an extra handle on the other end) lying around the place to be picked up and used – amazing how careless people are with their deadly martial arts weaponry these days! It hardly makes things fair though when the baddies are equipped with knives, chains, revolvers and some other weapons I'll get onto in a minute.



THE *YS* GUIDE TO VIGILANTES

It all sounds fine and hunky-dory taking the law into your own hands and wiping out a few criminals, doesn't it? After all, they deserve it, right? But things aren't always quite as simple as all that, as you'll see when you take a look at the *YS* guide to vigilantes...

CHARLES BRONSON



This chappie played a crusty but lovable architect driven 'over the edge' when all sorts of nasty things happened to his wife and daughter. He started out attacking muggers with a bag of coins, but ends up threatening some perfectly harmless kids who happen to have bumped into him in an airport, at which point he has quite obviously flipped his wig (or toupe in this case) and become a dangerous menace to society himself. Quite an occupational hazard with vigilantes one fears, especially if you look at...

THE PUNISHER



Started off in comics as a villain in *The Amazing Spiderman* and ended up as one of the biggest stars in the Marvel firmament and soon to be hero of a new film featuring Dolph Lundgren. Wears a black bodystocking (Oo-er) with a big skull on it and tends towards the sort of overkill that uses rocket launchers to open the phone bill. Quote on being told he's going to prison for a squillion years after killing buckets of 'perps' and that prisons tend to be full of yet more criminals: "Yes, I know. Hee hee hee." Obviously a complete fruit loop.

GUARDIAN ANGELS



Unarmed apart from a remarkable talent for self-publicity, they appear to be the acceptable face of vigilanteism, combating crime in public places — most famously the New York subway — by providing a visible deterrant; recently set up in the UK, but for how long? And are they a good thing? Only time will tell...

BERNARD GOETZ



Odd little man who 'shot' to fame after shooting three men he claimed were going to mug him on a New York subway. Became a national hero until people realised what an unpleasant little character he really was.



It gets even worse on the next three levels – a junkyard, Brooklyn Bridge and some backstreets – when such diverse weapons as motorbikes and sticks of dynamite are used against you. Toughest of all is the last level which takes place high above the city in the girders of an unfinished skyscraper. One false spinning back drop-kick and you'll tumble to your doom, though it is possible to climb back from the more minor slips.

At the end of each level, after you've defeated the waves of goons, you come across a black van in which Maddie is kept captured – guarded by the biggest thug you ever did see. Yikes! He's at least twice your height and has a seriously bad attitude, and even if you defeat him your only reward is the sight of the van screeching away out of reach. Curses!

Only on the last level do you get within snogging distance of the girl herself – an unsavoury thought considering she's all trussed up and dangling from a nearby girder. Defeat the big meanie this time and you can lower her down to safety – though don't think you'll be able to do it on the first day's playing! Now all you've got to do is cope with a jealous Sean Penn! Still, perhaps he won't be too mad – at least you left your Nikon at home.

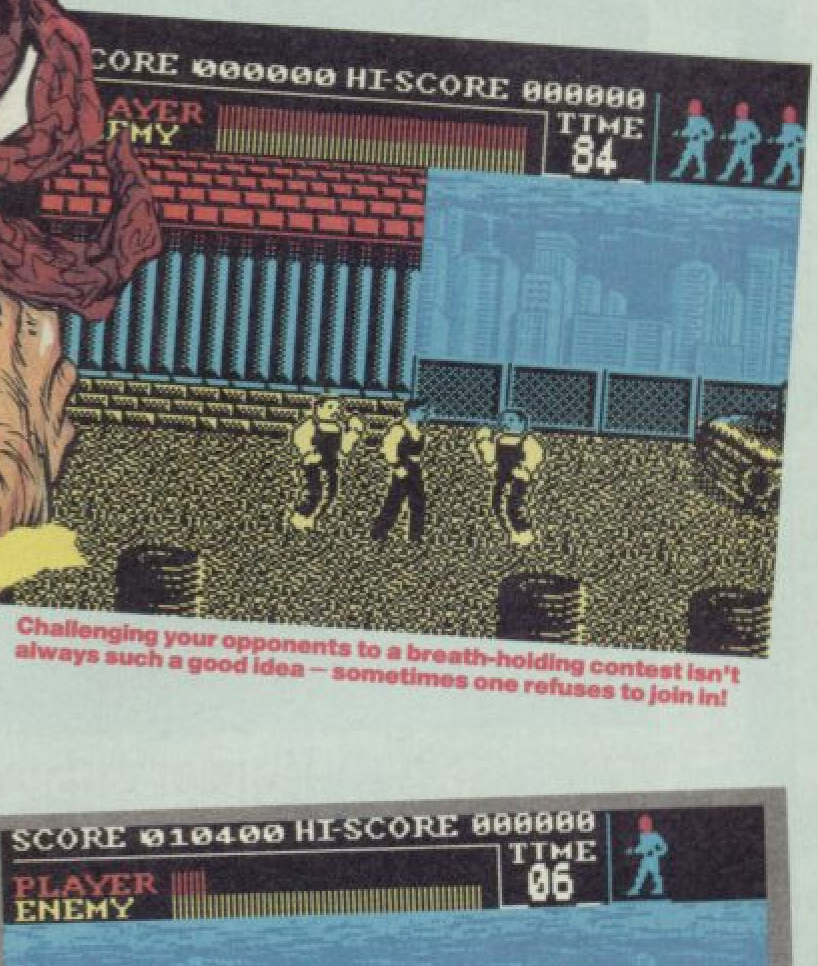
All in all *Vigilante's* shaping up to be a rather smart addition to the list of great beat 'em ups – though I'm not sure how it will fare against *Renegade III* which is also out soon. But play it yourself and make up your own mind!!

FAX BOX

Game .... *Vigilante*
Publisher .... US Gold
Prices .... £8.99/£12.99



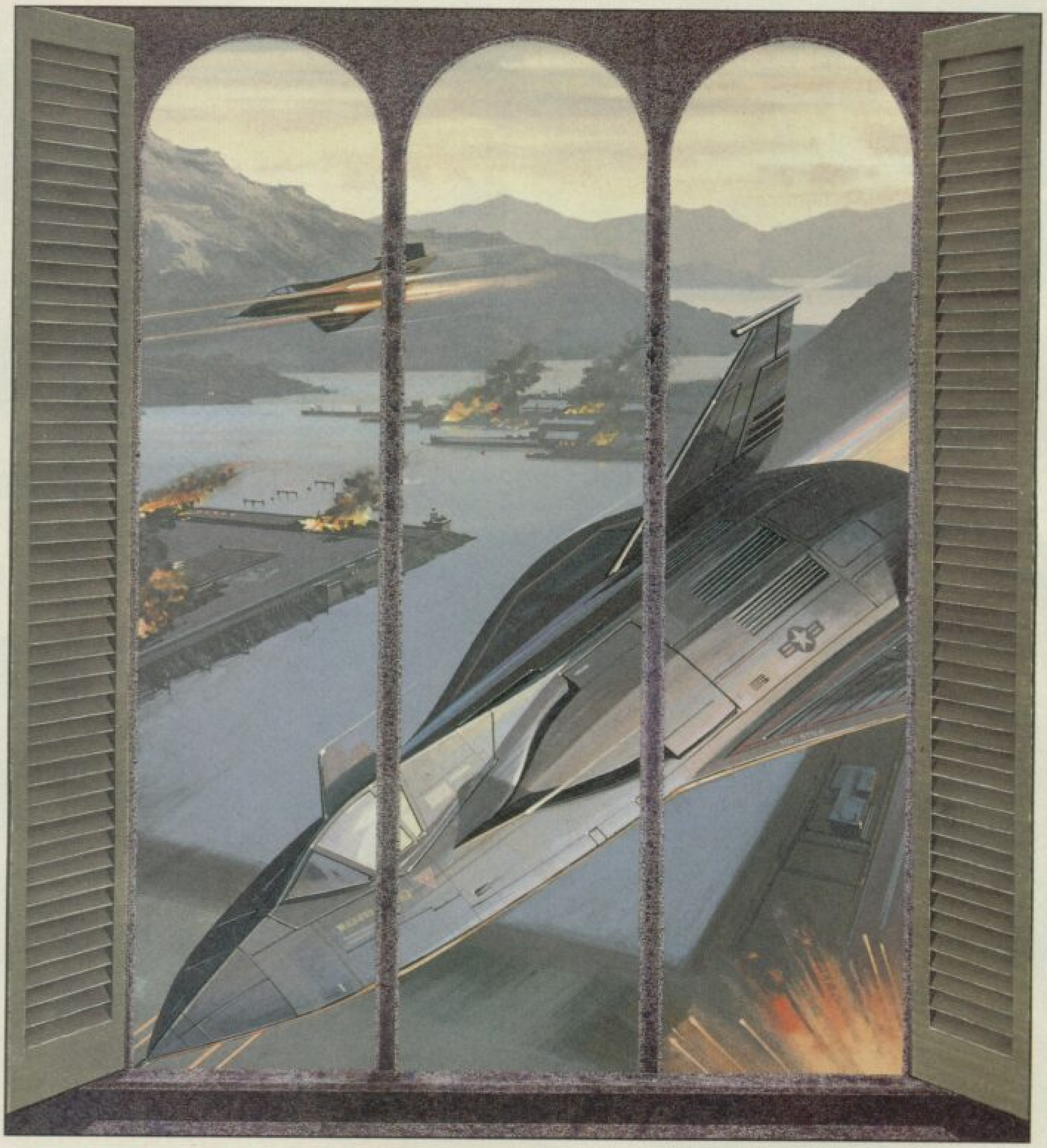
Amazing how these New York street gangs blend into their environment, isn't it? (haw, haw)



Challenging your opponents to a breath-holding contest isn't always such a good idea – sometimes one refuses to join in!



'That'll teach you to stand in the "Five items or less" queue at the supermarket when you've in fact got eight purchases, old person!'



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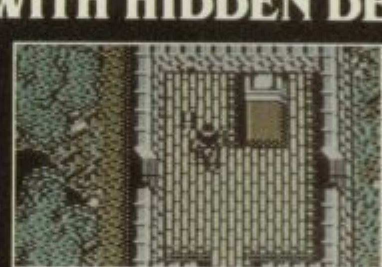
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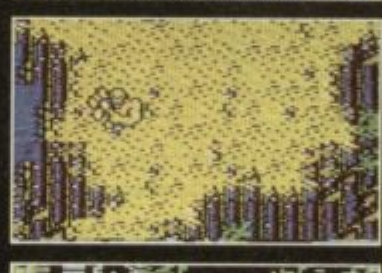
Discover Times Of Lore, Origin's first adventure on cassette. Acclaimed British designer Chris Roberts has taken the best of arcade and adventure – fast and furious combat, stunning graphics and animation, unrelenting danger and challenge – and introduced the depth of a classic fantasy role playing game.

Entirely joystick driven, Times Of Lore continuously tests your combat skills while you gradually become involved in a compelling plot. With 13,000 screen locations, a powerful but easy-to-use menu and icon interface, scores of interactive characters and music by Martin Galway, it ventures further than other arcade adventures.

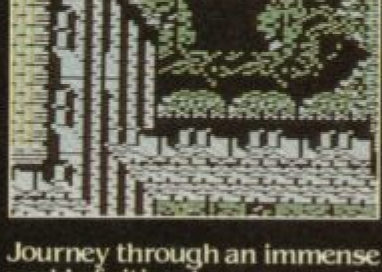
Origin have broken new ground in Times Of Lore. Isn't it time you did too? Available for: C64/128 Cassette £9.95, Disk £14.95, Spectrum 48/128K Cassette £9.95, Spectrum +3 Disk £14.95, Amstrad 464/6128 Cassette £9.95, Disk £14.95, Atari ST £24.95, IBM/PC & Compatibles £24.95, Apple £19.95, Commodore Amiga £24.95.



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Letters



WRITE TO THE ED, *YS*, 14 RATHBONE PLACE, LONDON W1P 1DE

Star letter winners receive three games! All letters win a YS badge.

THE WHOLE TOOTH

I, Gareth Long the unheard of, have completed *RoboCop!* The final message reads, 'Nice shooting, Murphy. You have rescued the president. However, crime does not stop there!', or words to that effect. I can't remember properly, as my mum has *EastEnders* blaring in my earhole, and I am currently nursing the holes that the dentist just created in my poor, suffering gob, which has just recovered from the seven, yes seven, injections I endured earlier today.

But enough about me, and onto the subject of Spectrum magazines. Here are my top three.

1 *Your Sinclair*
2 Pass
3 Pass

Gareth Long
Linton, Cambs

Seven injections for three holes? — that's two and a third per pearly! I think your tooth-doctor must have learnt his trade at the Marquis de Sade school of dentistry. Three free games should help you to convalesce, I think. **Ed.**

BROTHER BOTHER

I am proud to say that I have decided to buy your magazine. I looked carefully through the other known Spectrum mags and have these comments. The first was poorly presented with little colour, and the info on some of their reviews was, to say the least, questionable.

The second mag was slightly better, but it had the one thing that really makes you want to stick your head in a blender: it was BORING. They went on and on in the reviews to the extent that it took me three and half weeks to finish it. Just too much.

I have, however, one teeny weeny critical remark about YS. It's so good that my brothers run off with it and then I can't find it.

C.S.S.
Dunfermline, Fife

Here's a very simple solution to your 'sibling' problem: make a small hole through the mag (next to the staples) with a paper punch, and tie your copy of YS to your little finger (or something) with an extremely long piece of string. You'll now be able to find it wherever it may wander, so there's absolutely no cause for complaint. **Ed.**

ONE HUNDRED AND, ER, TWENTY EIGHT

I received a +3 from 'Santa Claws' for Christmas, so I flicked through your mag to find *Program Pitstop*. I typed in the 128K programs for menus, and music and WOW! (I thought) this baby can do quite a bit. So I fiddled around with the program a bit and found how easy 128K Basic can be.

Thank you to *Your Sinclair* for a lot of help. I will continue buying your magazine until the day the Atari ST gets dropped from £399 to £199 (which won't be tor a while yet!) Oh, and the tapes are great, especially *Movie* and *Dustin*, I see the price has risen, but who cares: YS is worth it.

Nick and Ray (The Visitors)
Dagenham, Essex

PS Have you ever thought about taking up modelling? You have a great bone-structure (and the rest!)

What's great bone-structure got to do with modelling? An Airfix Lockheed Tristar kit can be assembled by anyone, regardless of appearance. **Ed.**

BOY FROM BRAZIL

I'm celebrating one year reading *YS*. I like *Rage Hard, Program Pitstop*, the cover tapes and some things in the *Tip Shop*. The reviews are very good, but a bit frustrating to me because I can't take all the games until a pirate brings them to me. This isn't a criticism of course, *YS* attends to the majority of its readers. I know you'll laugh after I say this, but I own the despised Spectrum +3 *(Ho, ho. Ed)* but although I don't know any other people who own one here in Brazil, I like it.

+3 owners over the world, you are not alone! I would like to hear from Spectrum users (+3 or not) from anywhere.

Gosteriia tambem de conhecer usuarios do Spectrum nos paises de lingua portugesa.

Ricardo Suzuki
Brazil, South America

You get given games by a pirate? Is he friendly? Has he got a parrot? And a wooden leg? All these questions and more. We may never know the answers. And you shouldn't buy games from pirates either. **Ed.**

DOODLEBUGS



Bit of a wag? A bit nifty in the old waggling a black pen over a piece of white paper? Well get scribbling then, 'cos Craig Rhought of Colchester in Essex did, and he's won himself a game for his troubles. Oo-er! Send your doodlebug to Doodlebugs, *Your Sinclair*, 14 Rathbone Place, London, W1P 1DE.

Letters

PERV

I think you're the most beautiful person in the world. I am desperately in love with you. Your photo is next to my heart 28 hours a day (if not more). To be frank, I NEED YOU. Send a life-sized, autographed photo of your heavenly self, so I can kiss it every second. Make my day, marry me. I love you. I adore you, so why cause me this agony — love me too. All I ask for is your love and a YS badge.
Jitendar Caith
Plumstead, London

Unfortunately my love won't fit in an envelope, so you'll just have to make do with the badge. **Ed.**

LOVESICK

Thank you for your letter concerning our *Lonely Hearts* advert. We have had a couple of replies, and have selected one. Sorry, but we do not really want to be featured in your forthcoming article — thanks for asking though.
Oscar and Ewan
West Linton

PS Please do not print this letter!!

Whoops! Sorry, it just accidentally sort of 'dropped' in.
Ed.

KINDLY LEAVE THE STAGE

We've got one good joke and one joke from Finland this month. See if you can guess which is which.

Q. What weighs 14 pounds but didn't get plucked this Christmas?
A. Roy Orbison's guitar.

and

Q. What is the difference between a good and bad shepherd?
A. A good shepherd puts his life for the sheep and a bad shepherd puts the sheep for his life.

Did you guess which was which? Thanks to **Chris Delahunty** from Norfolk and **Janne Harju** from Kalvia. We feel Janne's offering lost something in the translation. Anyway, they both get spanky YS badges, as will you, if you send something and it gets printed. The address? Why, 14 Rathbone Place, London W1P 1DE of course.

MISTLETOE AND SUBS

Last month, as I took your mag down from the shelf and began to walk towards the counter, I noticed it felt thicker than usual (Oo-er) and I suspected that someone had sliped something in, so I clutched the mag tighter to stop this thing falling out (Oo-er again). Anyway, I payed for the mag and hurried home, and when I finally opened the mag in the safety of my own room I flung open the mag only to find fourteen(!) YS subscription slips. I put one in each of the Christmas cards I sent that evening. For boosting YS subscriptions I demand a new shiny YS badge (please).
Pete Ford
Worthfield, Birmingham

To make YS the thickest, bulgiest mag in the cosmiverse, I'm thinking of slipping in a free York Stone paving slab with future issues. Try mailing that to your chums. **Ed.**

HOKEY POKEY

Could you please explain to me how I can insert POKEs into my ZX Spectrum without a Multiface? Also how much would a Multiface for my computer cost (and where would I get it?)
Robert Brooks
Gateshead, Tyne & Wear

If you're very careful you can unscrew the Speccy on the left hand side, prise it open with a sturdy kitchen knife and insert POKEs there (or you could type in the Basic listings from Fab 'Wack' Macca's Practical POKEs section). As regards Multifaces, you can get them from Romantic Robot, who advertise in this very mag. Get thumbing through now. **Ed.**

I LOVE EMMA LAZENBY!

Oi, if you don't print this I'll get those little Darlings at Code Masters to come round and tell you about their new game: *Beat The Ed Over The Head With A Concrete Truncheon Simulator.*

Anyway, my mate bet me that I wouldn't send in a letter saying that I fancied this girl at our school. But I have and here it is: I LOVE EMMA LAZENBY!!

Ho ho ho, he owes me a lot of dosh, but I'll settle for some wicked computer games, as this will undoubtedly be the Star Letter.
James Sharman
Leeds

You should be so lucky (lucky lucky lucky). Using the Letters page as a dating agency, and expecting payment as well! Tch! The nerve of it all. Still, you can always give Emma your YS badge — they're far more effective than 'a last Rolo'. **Ed.**



TRAINSPOTTER AWARD

TIME SLIP

While I was looking through my mega-brill January edition of YS, I noticed a mistake in the *Back Issues* page. On the coupon, instead of having 15 March 87, it had 15 March 57.

As time travel has not yet been invented send me a Trainspotter Award quick.
Tim Meadows
Warminster, Wiltshire

Who says time travel hasn't been invented yet? If you speed something up to near light speed, its 'time' relative to your own goes all squiffy, resulting in travel into the future. To prove the point I've placed your Trainspotter Award in a particle accelerator — it'll be materialising on top of Nelson's Column (Ooe-er) in nine years time. **Ed.**

'ELLO 'ELLO 'ELLO

Excuse me, sir! I hereby arrest you under the 1964 Trade Descriptions act (made in 1964 you know sir!). Anything you say may be taken down and . . . What's that sir? Why have you been arrested?

Ah well, in your issue 38 my Chief Superintendant was reading my issue and he noticed a slight mistake on your Subscription page, where your minions incorrectly stated that one would be guaranteed a meaty game worth £9.95 FREE, if one subscribed. However, on closer inspection (once my chief super had cut my mag to shreds) he noticed that the games on offer were in fact worth £8.95. So what have you got to say for yourself? I want a full apology printed in the Trainspotters section, and a prize. What's it to be, prison or a prize? Oh, very nice of you sir, and it's half past three by the way.
PC Pascall of the yard
Halifax, W. Yorkshire

PS I want a signed photo of T'zer for the lads at the nick.

I know my rights — I'm allowed one phone call! Ring ring, ring ring, click — Hello? Perfect Pizza? Can I have a deep-pan special — yes, that'll do, can you deliver it to my cell please? Byeee. **Ed.**

IT'S A CERT

I always enjoy your film reviews, but please, please, get the certificates right. There I was rushing out to watch young guns, only to find the film was an 18 certificate rather than the 15 certificate that was published. Can I have a Trainspotter Award please?
Alex 'Beady Eye' Worth
Hove, Sussex

Blimey, you're missing out in a big way — it's an absolutely brilliant film. Oh dear, that probably makes you feel even worse (tee hee). Okay, you can have a Trainspotter to keep you company for a year until it comes out on video. **Ed.**

HOLY COW

I was re-reading YS ish 36 when I said to myself "holy cow", and all that stuff. You replied to a letter from Argentina saying that your Portugese was not good. Are you kidding? Don't you know that people speak Spanish there?

I think I deserve a Trainspotter award now. Send it to me. ¡Ya!
Alejandro Pazos
La Coruna, Spain

Um. Er. Eeeeer. Uuuuum. Curses. Just for that you can't have a Trainspotter. That'll teach you not to leave me any loopholes to wriggle out of. ¡Ya! indeed. **Ed.**

MISSING BITS

Where did all your Xmas spirit go? While leafing through my January mag (as I normally do), a picture on page 69 caught my eye. On closer examination I noticed that a maniac had been let loose with a one-inch chisel tip marker and had removed the good bits! Can you sack the person responsible and give away an uncensored A3 poster of them with the next ish??
Julian Marshall
Abingdon, Oxfordshire

Certainly not, but to make you feel better I'm going to send you a Kylie Minogue duvet-cover to put on your bed. Oh! I can't. Duncan's gone and nicked it — the scamp. **Ed.**

Letters

CROWNING GLORY

I would want to ask you if there is a chance to pay your magazine by Czechoslovak crowns? (I cannot by any chance change pounds too)? Thank you very much for your massage.
Mile Sollar
Ceske Budejovice, Czechoslovakia

Massage? My massage? You must be mistaking me for one of the girls at Major Ronald Fergusons 'club'. **Ed.**

WHO'S RIGHT?

After getting a Spectrum a few months ago, I thought I'd start buying a mag. So, before Christmas I bought two Speccy mags; *Your Sinclair* (of course!) and another one. I enjoy playing football games, so I looked through both mags and saw they both had a review of *Roy Of The Rovers*. You gave it seven and the other mag gave it 38%. Who's right?
Richard Blair
Bunstable, Beds

We are of course. **Ed.**

WHATALOTOFLETTERS

Dear longwordspeople at YS — I completed your wordsearch in the Jan 89 ish in about two nano-seconds, and then noticed something. You didn't include Floccinausinihilipilification, or even Pneumonoultrtramicro-scopicsilicovolcaniconiosis. I was disgusted. Words like that should never, I repeat NEVER be left out. Tch!! Your expectingan-apologyextremelysoonindeedy.
Lee 'Boff' Wylie
Clacton, Essex

The next mega wordsearch will contain anagrams of Welsh railwaystations. You have been warned. **Ed.**

THE WONDERFUL WORLD OF SPECCY

Every month Speccy owners from all around the planet write to the Ed; and the more hatstand ones end up here. No letters from the 'land of the clog' this time round, though. We've got one particularly bizarre one from Poland, though.

CONFUSED AND IN LOVE

Yes, it's beautiful, it's nice, it's lovely. I am in love, I have a pretty girlfriend (called Antonia), but the problem is that I don't love her. The real girl that I love is a girl who I saw in a computer mag called *Your Sinclair*. She was in the cover of a great game: *Barbarian II*. I think you are that girl, are you? I'd like to have your photography (if you are the girl, of course). I love you . . . I love you . . . Maria Whittaker.
Danny 'More Beer' Quintana
Cadiz, Spain

PS Sorry, I don't knowed that you are Ed.

I'm not the Ed, I'm a page three girl. **Maria Whittaker**
She's right, I'm the Ed. **Ed.**

ANGRY YOUNG MAN

I think the time has come to tell you I'm very angry *(He certainly is. Ed)*. I ordered a *Psycho Pig* T-Shirt a lot of months ago but what did I find in the letterbox? Well? That's right. Nothing. Does this mean the stupid English GPO went totally bonkers or do YOU, you cauliflower-look-alike-hairstyled fish *(Ooh, narky narky. Ed)* just ignore orders from oveseas?

I also expect another badge for my letter printed in the November ish.

"Be patient" you'll probably say. Nope, I hate waiting! I am getting quite tired of you, T'zer! Calling Holland 'the land of the clog' huh? Have you ever heard a Dutch person saying something like: England — the land where they put acid on their french-fries?
Martin Van Spanje
Vondelkade, Holland

Cor, you are in a bit of a huff, aren't you. Your Psycho Pig T-Shirt should have reached you at about the same time as we received this letter. And as for calling Holland 'the land of the clog', it was meant as a joke. I personally think that 'England — the land where they put acid on their french-fries' is hilarious. It's true, but not offensive (although I actually like soured cream on mine). I don't understand what you find so offensive about my reference to clogs. Holland is, after all, famous for its clogs. And windmills. And tulips. And Edam cheese, dykes and . . . The list is endless, but I plumped for clogs, okay? **Ed.**

REDITIONAL

Dear reditional!
My name is Rafaj. I am 14 years old, I live in Poland. I'm interested in computer program. I have got ZX Spectrum+ for long time. One day I saw your magazine and I like it very much.

The trouble is that I am not so rich to afford it. I would like to know if there is a possibility to get your magazine for free, for the whole year *(Um, no. Ed.)* I could be sending Polish computer magazine iBajtek! I would be very happy if my dreams come true.
Rafaj Wainerowski
Tarnon, Poland

We'd all be very happy if our dreams came true, but alas life is not so kind. Still, you get a badge for your troubles, so things are looking up a bit. **Ed.**

OOH, YOU POOR DEAR

Your problems solved by Madam Pico



Dear Madam Pico,
I suffer from extremely bad sinus problems, and every time I kiss a girl she ends up covered in more phlegm than you could squeeze into a fridge-freezer. Consequently I haven't got a girlfriend. I'm the laughing stock of my teachers, friends, relatives and all of my immediate family. I'm even contemplating suicide. What on earth can I do? Please answer this.
John Nosebag
Hume, Manchester

Phlegm's a sticky problem I'm afraid, John (excuse the pun by the way), but I'm afraid it really is an unpleasant one as well. Any girl 'worth her salt', or indeed any girl at all, won't relish the prospect of being coated in a film of cohesive olfactory excretions. I would suggest, short of going to see an ear/nose/throat specialist, that you invest in some kind of mask. Get your snot sorted out and the snogging will follow, as they say!

Dear Madam Pico,
I have this uncontrollable urge which causes me to be the butt of everyone's jokes. The problem is that I want to be a mime-artist. Nothing appeals to me more than pretending to be trapped inside a house with invisible walls. Please advise me.
Stewart 'Marcel' Shape
Brixton, London

My advice would be to go and see a psychiatrist. I've heard that hypnotherapy can be quite effective as well.

Dear Madam Pico,
I awoke recently after a party to discover that my 'friends' had covered my chest, arms and legs with incredibly naff tattoos. I've come to terms with the fact that I will have to live with them for the rest of my life, but next Tuesday I'm meant to be going swimming with Bernadette, a girl who I've been desperately trying to date for months – and I know she hates tattoos. Also I can't swim. I'm at my wits end. What can you suggest?
Pedro 'anchors and roses' Williams, Fife, Scotland

The answer to both your problems is a tight fitting body-stocking in your own particular skin-colour. Fill the torso area of the stocking with polystyrene chips, and voila — a buoyant tattoo coverall. You may look a trifle lumpy, but you can blame that on 'a horse riding accident' or something.

SMALL PRINT

Please stop putting reviews and previews in white ink on yellow backgrounds, it's ruining me eyes.
Steven Smith
Salisbury, Wilts.
Okay we'll stick to white backgrounds from now on! **Ed.**

My brother is a bum-wipe.
John Swindells
Plymouth, Devon
Oo-er. **Ed.**

I wrote this letter in Geography, with Mr Bull.
Chris Pieri
Sheppey, Kent
Mr Bull's obviously not very good at spelling either, then. **Ed.**

Do reviews on them little lead model thingys, because I collect and paint them.
Groovy Word Bender
Snooland, Kent
Have you ever thought about writing to Madam Pico? She might be able to help you. **Ed.**

Don't you just love this fresh Highland air?
Moses and God
Lanarkshire, Scotland
Aaaah! It makes me feel like sprinting through the heather with a sporran sellotaped to my forehead! **Ed.**

What would happen to the world if YS didn't exist?
Joao Leonor
Quarterira, Portugal
It would probably explode. **Ed.**

Dear Teabag, Christmas was a drag.
Mad Mitch
Feltham, Middx
It's your fault for wearing women's clothes. **Ed.**

YS is much better since you added more of the swearing and even more fnar fnars.
William Measor
Leicester
Fnurgle wurgle @%$@!!* **Ed.**

How about a pair of boxer shorts with lots of little red YS logos on them?
Keith Ellis
Chelmsford, Essex
How about a pair of Y-fronts with lots of little picture of Corrine Russell on the inside? **Ed.**

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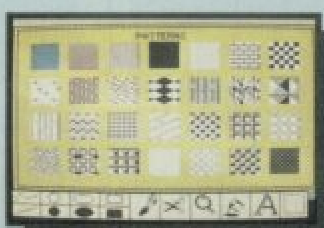
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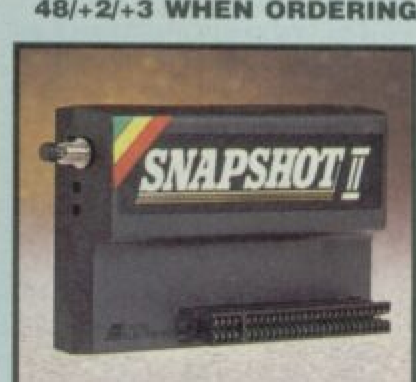
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Unfortunately there are so many skinheads you're obviously 'cruising for a bruising', so it might be safer to leave the popstrel hanging from the crane (for that's where the leader of the skins has put her) and enter our compo instead.

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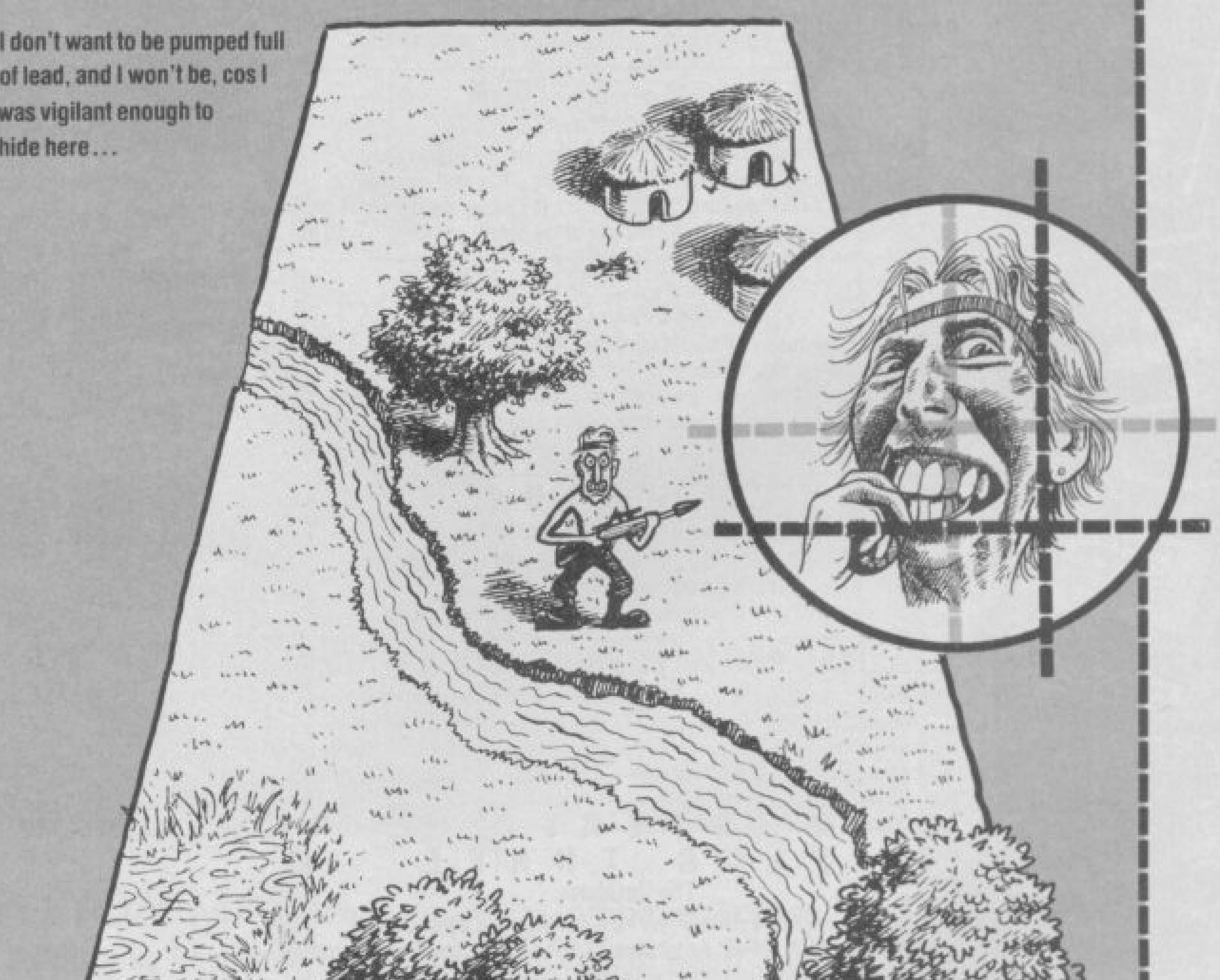
What You Have To Do

Have a look at the piccie and you'll see a woodland scene. About to walk in from the right hand side is an enemy armed with a rapid fire machine-gun. You're armed with a faulty revolver which is incredibly inaccurate – and you've only got one bullet. What you've got to decide is where would be the best place to be hiding – remember, you want him to get as close to you as possible before you shoot, and remember also that he knows you're around somewhere and has an itchy trigger finger. Mark the spot where you want to be lying in wait with a bold cross, then cut out the coupon, sellotape it to a bullet-proof vest (or a postcard) and send it to Cor Blimey This Sniper Lark Is Pretty Nerve Racking And No Mistake Compo, *YS* Compos, PO Box 1509, Enfield, Middlesex. Entries in by April 30th please.

RULES

- Combat Zone unfortunately will only accept dudes aged 16 or over unless accompanied by a parent or guardian.
- Members of US Gold or Dennis gangs will be severely duffed up if they try to enter this one.
- Entries received after April 30th will be splattered with paint.
- T'zer's decision is final – argue at your peril.

I don't want to be pumped full of lead, and I won't be, cos I was vigilant enough to hide here . . .



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YS LONELY HEARTS



LOVE BYTES



Ian Wale (20) from Wolverhampton

■ 20 year old male, not unattractive, good for another year at least! Desperately seeking female. Any make, model, year etc. Into music and fun. Ian Wale, 131 Mill Lane, Wednesfield, Wolverhampton WV11 1BS



When Ian heard that he was about to appear in our special Lonely Hearts feature he couldn't contain his excitement. (Dirty beggar!) "Wow what an ace chance of stardom, appearing in the totally brill mag — *Your Sinclair*!"

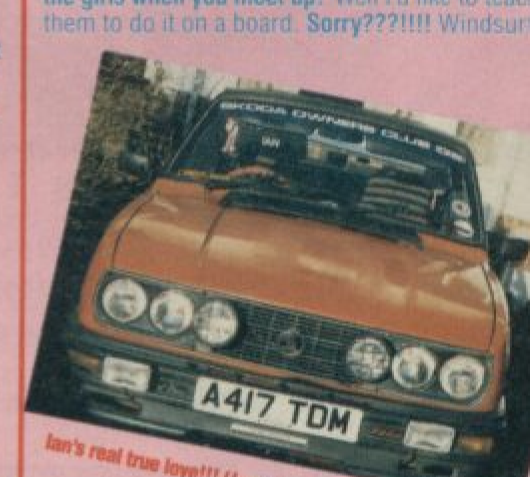


Yeah, yeah but what's the dirt? Well I put the ad in 'cos I was bored and fancied meeting humans. **How many replies did you get?** At first they just kept on coming (fnar!) and in the end I got at least ten, but most of them wanted penpals!!! **So how many did you actually write to?** I wrote back to the first two letters I got. The first was from a girl called Michelle Skevington (14) who's from Kidderminster. She's interested in music and hedgehogs!!! *(Does this mean she likes little pricks? Ed)* And the second was from Alison Warwick (19) who lives in Warwick. Her main interests are music, videos and going out with her long term boyfriend!!! **Oh dear.** Then I picked out another couple — Kerry Shields (17) from Southshields who's got a wacky sense of humour and Justine Steventon (16) from Balsall Common whose main interest is going out and having fun. **Does your mum know you put a lonely heart ad in *YS*?** No but she will now!! **Are you sexy?** It's hard . . . (!!!) to say really! I think ALL my points are sexy. **Have you snogged yet?** No I haven't met up with anybody yet — worse luck! I do enjoy taxidermy though. **What would you like to do with the girls when you meet up?** Well I'd like to teach them to do it on a board. **Sorry???!!!!** Windsurfing — I'm really good at it — I've got the kit and everything. **Have you got any special appliance to attract the ladies?** Yeah I've got a brill black and red A reg car with headlamps on the front! **Oh yeah what make?** A Skoda!! **Oh! And what interior fitments do the ladies enjoy?** Well, the upholstery is a very nice fawn velour and it's got reclining seats. Oh and the ashtray's about the right size to wiggle your toes in!!



Kerry Shields

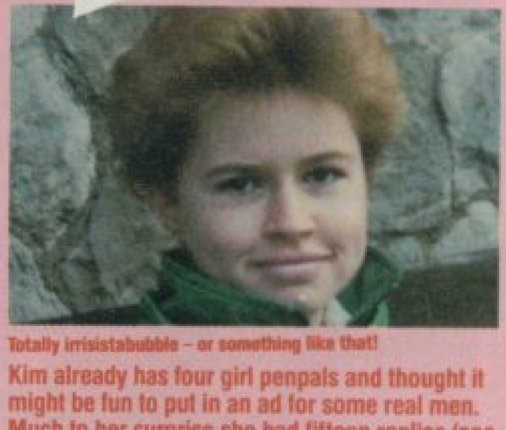
■ Hunky Speccy owner with all the latest hardware add-ons is looking for wholesome girl to POKE, PEEK and wibble rubber keyboards with, rumpo guaranteed. Please write enclosing your name and address to PO Box 312 clearly stating any bizarre predilections.



Ian's real true love!!! (Love the strip! Ed)

Kim Mosedale (14) from Felixstowe

■ 14 year old female seeks a 14-16 year old boy. Enclose photo and your letters will be answered, so get scribbling now! Kim Mosedale, 20 Goyfield Avenue, Felixstowe, Suffolk.



Totally irrisistabubble – or something like that!

Kim already has four girl penpals and thought it might be fun to put in an ad for some real men. Much to her surprise she had fifteen replies (one even came from Portugal) but what about the gooey stuff?

Who has replied to you so far? The three lads that I actually communicate with are called Robin from Sherwood, sorry, Farnborough, Nik who's from Wakefield and Ed from Woking. They are all 15 and enjoy the same sort of things as me . . . like music, computers and stuff. **Were any of the replies you had so racy that you had to hide them under the bed?** No they were all quite tame, well



except for the one about the inner tubes, chocolate spread and giant sized Omo . . . **Have you actually met one of the blokes yet?** No I haven't, though I hope I will soon. **Are you sexy?** Um . . . (Coy looks) . . . **Well, do you look like a used teabag then?** No, well a little bit — sexy I mean! **Are they sexy?** You shouldn't go by looks. **Right that told us! Have you snogged yet?** No I don't think so. **Do what???!!** Well okay maybe I pecked someone on the cheek once. **What are your lonely heart-throbs like?** Well Robin seems nice — he's very funny and sends me cartoons. We all send presents and photos to each other. **Are you after friendship or a bit of rumpy pumpy?** (Giggles) . . . Friendship, of course. Though I suppose a relationship might follow. **Has it changed your life?** Yes! I've got no money now 'cos of all the stamps I buy!! And my arms have worn out! **Have you any special attributes that make guys drool and go weak at the knees?** Well I've got a bike! **With stabilisers?** No but it's got a puncture repair kit!

Martin Jack (18) from Scotland

■ Mad 18 year old male seeks similar age female for mad, close, friendship. Please enclose photo. All letters will be answered, I promise. Write to, Martin Jack, 7 Cluny Road, Dingwall, Rosshire IV15 9NS.

Martin Jack from Scotland thinks pop's a load of crap, loves anything Heavy Metal or Thrash *(??? Ed)* and put his lonely hearts ad in *YS* so he could find someone to write to. Arrh!



Just call him Metal Martin . . .

So reveal all Martin . . . I beg your pardon! **Who actually wrote back to you?** Two girls, both aged 16. Jane comes from Darwen in Lancashire and Michelle (she likes to be called Mickey though) comes from Leeds. **What are the lasses interested in apart from you?** Hardly! Jane's got a great sense of humour and is interested in Greenpeace and CND. She's really nice. Mickey's hobbies are keeping fit, shopping for clothes and meeting people. **Were any of your replies so racy you had to hide them in the wardrobe?** Um . . . well . . . Mickey's are a bit . . . um . . . well . . . you know like? Well, forward sometimes. **Have you met up with your lovepals yet?** No, but I have phoned Jean

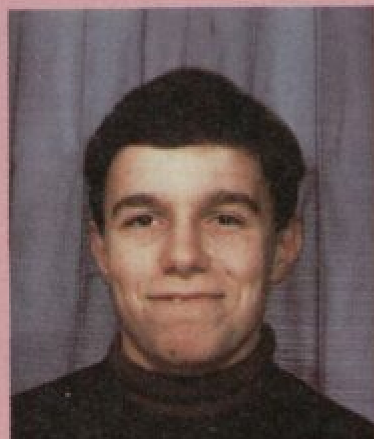


Michelle, Ma Belle

three times. **Are you sexy?** Definitely yeah! It's my blue eyes that slay 'em! **Are they sexy?** Um . . . I'll have to say yes! **Are you loaded?** Sorry???!! Oh, you mean money. In between I s'pose. **Have you got any special appliances?** Oh God! Yeah my body! I'm into body building you know! You should see my chest! **Have you ever had a tongue sarnie?** Oh God! Loads of times — I've had about six girlfriends. **Fave Things?** Eddie The Head, the Iron Maiden Mascot and Maria Whittaker (Fnar! Drool! Lust!) **Were you after a bosom pal or a bit of how's your father?** Oh God! Friendship. Erm though it would be nifty if it led into something else. It's hard to love from so far away! **Has it changed your life?** Ooh the mates think I'm as daft as Basil Brush. **Have you ever been shopping in a nudist camp?** I'd rather not say. **Go on.** Okay yes, but I had a bit of trouble with the trolley baby seat. **What sort of trouble?** Let's just say I now sound like Demis Roussos! **What sort of people did you think would reply to your ad?** Women of course. **Of course — silly us!**

Matthew Plunkett (17) from Norwich

■ 17 year old lonely, male Speccy owner requires friendly female around the same age. My interests include computers, music, football and having a good time. So get them pens rolling to Matthew 'I'm so lonely, honest!' Plunkett, 61 Magpie 'Lonely' Road, Norwich, Norfolk.



Matthew 'Lonely' Plunkett — arrh!

If you're into small furry animals, collecting sink plungers and getting sozzled, Matthew Plunkett's your man. He's into music, cooking (he's doing a catering course) going out with the lads and football.

What sort of people did you think would reply to your ad? Lonely people the same as me, sob, sob. **How many people replied?** Two! Clare Irving is 17 and from Glasgow and Marianne is 15 and from Hunstanton. Clare works for the local council and enjoys playing the accordion — she actually plays in a band — and cooking. Marianne likes listening to U2, Pet Shop Boys — unfortunately, though we lost contact but I still keep in touch with Clare. **Has true love blossomed yet?** I haven't met Clare yet but I'd like to soon! I did meet a penpal once in Norwich but I didn't like her much and I lost her so I went back home. **Were any of your replies so racy you had to flush them down the loo?** Marianne's was quite quick! **This guy's a complete fruitcake! Are you a bit of alright?** I'm not too bad. Most of the girls think I'm sweet! **What do you go for in a girl?** Nice looks, good personality. Um . . . I like my women small. **Have you indulged in tonsil tickling?** Yeah loads of times. You'd think I'm a professional! *(Tell me more! Ed. 1988 was a busy year!!!)* **Fave things?** Maria Whittaker, Jane Eyre, *Neighbours*. **Hates?** Charlene from *Neighbours* —



yuk! **Are you loaded?** I can certainly give a girl a good time!! **Oh yes, and what's your idea of a good time?** Going out to a football match, picking up a kebab from the local cafe and sinking a couple of cans of shandies and then back to my place to . . . *(Snip! Ed)* **Have you got any items to impress the chicks?** I've got a moped and my stereo's quite snappy! Have you tried sitting on a speaker with the bass turned up? **Have you got any advice for any other lonely hearts out there?** Come and get me!

Adam Charlesworth (13) from Woking

■ Lonely 13 year old boy desperately seeks 12-14 year old girl in the South East. Please enclose photo. Most letters answered. Thanks. Write to Adam Charlesworth, 67 Graylands, Horsell Park, Woking, Surrey.



Mean, magnificent and moody!

Adam Charlesworth is 13 and lives in Woking. He's a bit of a keep fit fanatic on the quiet (did you spot the dumbells under his bed?) He enjoys athletics, football, art and computers and expects his women to do the same. After putting an ad in *YS* he's never been quite the same since . . .

Why did you put an ad in the lonely hearts section of *YS*? I want someone to write to — I thought . . . erm . . . **Yes!** Erm, a girl would be more interesting. **Were you innundated with replies?** Well, not exactly . . . is three innundated? **Does your mother know you've been putting risque ads in an extremely serious computer publication?** No, she only knows about the one I put in *YS* and she chortled about it. **So who were the fair maidens who replied?** Danielle Barton is 12 and comes from York and likes music and playing computer games. Adele Gray is also 12 and comes from Belfast. She likes all sport, computers and art like me. I can't remember who the other one was. I write to Adele mostly. **Are you fruity?** Um . . . no, not really. **Not even a little bit pinneappley?** Well I don't look sexy but I've got a sexy personality. **Is**



Adele sexy? Erm . . . (blushes beetroot red) It's hard to tell. She sounds quite nice in her letters. **Have you been on a date yet?** No, she lives a long way away though I'd like to meet her eventually. She's not at all boring and she's got a great sense of humour. **Have you slurped with anyone?** No! Erm . . . do you mean Frenchie or normal kissing? I've kissed people before — I've had two girlfriends!! **Oh! What sort of girls get you all hot and bothered?** Blondes. They've got to be slim and have nice legs. Though that isn't compulsory. The most important thing is a good sense of humour. **Would you give Adele your last Rolo?** Um . . . I don't think so. **Fave totties:** Belinda Carlisle, Wendy James. **Have you any advice for other lonesome souls?** Yeah, go in at the deep end and don't fumble about. Get right in there and ask 'em out. I'm working on a 5th year at my school (Horsell High) called Collette at the moment! **Are you after friendship or a bit of canoodling?** Friendship first but cannoodling would be fun!!


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LEAF-BLA

HINTS 'N' TIPS

YS TIPSHOP



And it's Boy Snouty, ridden by Phil South, as they go into the final furlong, Boy Snouty, Boy Snouty, Boy Snouty... Oooohh! Bad luck catching his nose on the last fence.

Oh boy! Did you know this is the 40th edition of Tipshop? Cor. Don't time fly when you're having fun? It does! Never mind, I don't feel a day over 75, and if you don't too then that makes two of us.

Hey, did you know that 40 years ago computers were invented? Yep. It's true. Sir Barles Cabbage III, stimulated by his interest in weaving and knitting, and not an inconsiderable amount of dry gin, concocted the idea of a machine which could think. If you programmed it in a certain way, it could remember the pattern in a jumper and knit it for you. So it was he who designed and built the first simple computer. He also invented the first computer game too. Workers used to program rude words into the weave and the first one to guess what it was got a pint of beer. Hah. Silly really... *(Get on with it! Ed)*

Anyroad, on with the tips. A bucket load of 'stuff' in the 'Shop today so I'd better stop all this nattering and move right along.

Afterburner

A pile of tips, a positive haemorrhoid of hints, for the corking coin-op conversion of *Afterburner* from Activision, (which for some unfathomable reason I always read as *Afterburmer*! I dunno.

First off the pile, and serves him right for sitting on cold stone walls, is **The Aerial Arcade Ace** (aka **C Watson**)... zzzzzOOOOMMmmm!

• Levels 1-6: Quite easy these, just make sure missiles count and don't collect any stray missiles from the enemy.

• Level 7: On this level you get a total of two mean bandits trying to shoot off your tail. Keep your speed at yellow and as soon as someone starts sniffing at your tail, slow to blue then move back to yellow.

• Level 8: This is the valley section. As soon as you get to that level, slow to blue and just miss those walls.

• Levels 9-11: This is where it gets difficult! You start getting those nasty little rockets up your tail, get rid of these quickly, by rolling. As you roll, push the joystick forward so you dive away when you stop the roll.

Levels 12-16: In level twelve just keep bobbing up and down avoiding the missiles. After a while you get some lock-ons. USE THEM! Somewhere in this bit you get some funny planes that roll towards you in pairs. As soon as they fire just pull up and avoid them. Also in these levels you will find huge swarms of planes. They fire when they get real close. As soon as they fire fly in an arc like this:



Don't worry about planes that come up behind you. They don't harm you. Watch those guided missiles though. (Check levels nine to eleven for details.)

• Level 17: Another valley stage, only much harder! (Honk!) Check level eight details.

• Levels 18-22: Just keep your cool. *(Chill out, Jim! Wooo! Ed)* **Around levels 20-22 you'll have to start bobbing up and down again.**

• Tip Offs: Fly low all the time, apart from bobbing to avoid missiles. Stay at yellow getting ready to reduce to blue in case of a plane approaching from the rear. Don't waste missiles, but if you get lock-ons don't waste them. At the end of the game you get some cool pictures loaded in. I bet you can't beat my score of 438 kills!"

I bet I can't. Still, at least I'm Phil Snout, which is always a big consolation to me. Which is

R-Type

This was one of the best games I ever played, and certainly one of the best home computer versions of it. Even better than the ST version. And here's **Martin Fletcher** and **Steven Gandy** with some hints.

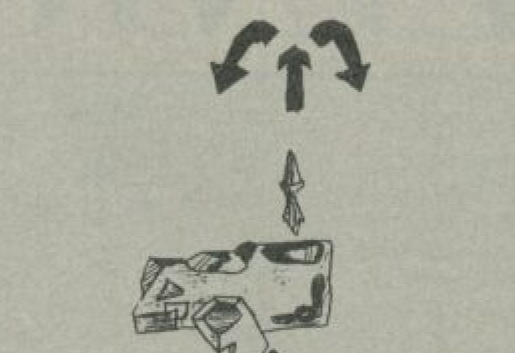
"• Get to the circle of guns and detatch your little droid.



Circle of Guns

He should fly into the circle and blow it up by the rebounding of the fire which will hit a blue box.

• Keep firing and destroy the portable missile launchers:



portatable missile launchers

and generally watch out in case you get your bum blown off.

• Finally the big guy. Get as close as you can to the Guardian and detach your droid. (If you don't have one at this stage you're in BIG trouble.)



The Heart

He will automatically go for each eye, then he'll go for the green creature in the middle. You must keep him firing or you won't beat him."

Thanxx Mart. Pure gold.

more than can be said for you! Or **Daniel Bright**, 'cos he ain't Phil Snout either, are you Dan?

• Nope. Anyroad up, after playing *Afterburner* for a total of eight flying hours I reached level 18 with a score of 10407250. Listed below are some hints I gathered along the way.

• To avoid enemy missiles fired from planes, climb and dive alternately from the top to the bottom of the screen. If no missiles are being fired stay at the top or bottom of the screen so you can see them. When going through the canyon, reduce speed to slow and keep to the middle of the screen. You can then easily hit ground based targets with cannon fire.

• In later levels avoid being hit by big slow moving aircraft by staying at the top of the screen and DON'T TURN!"

Okay. I'm not going to. Anyone else got an *Afterburner* tip? Oh yes, just room for one more. Are you thin enough to squeeze in this little space, **Alexander Sives?**

• Yep, me and three F16s, matey. And here's me tips.

• Keep the joystick pressed down. This makes target lock-ons easier.

• Only pull up when a missile is fired.

• Fly slower on ground attacks, this makes the ship easier to fly.

• To avoid rear attacks bank sharply and hold, or do a roll.

• Oh yes, and I agree with the other two about rolling to avoid missiles.

• Where's me badge?"

Alright! Cwar, flippin' cheek! Just for that I'm sending your badge to Oxfam to be made into firelighters. Humph.

DR. BERKMANN'S CLINIC

Gordon Bennett! Worra queue! Clearly no golf today (chiz). Okay nurse — bring in the first one. (And by the way, are you busy this evening hem hem?)

JACK THE NIPPER II

Yes, a swift reply to **Gary Pope's** gamesnag from one **Graham Neicho,** who assures me he's not a camera but a groovy feller from Tiptree in Essex. (Doesn't that make him a pot of jam?) Gary had been wondering what to do with the rope, the pineapple, the woodworm and the log, and although Graham's not too sure himself about the log, here are the other three in living technicolor (oh, all right, black and white).

"Rope: Go down, across a couple of screens from where you found the rope and stand on the low branch of the tree. Wait until Tarzan is directly underneath you, and then press Use.

"Pineapple: Keep going left from the screen you find the pineapple on, until you come to a rope leading up. Climb the rope, then go right, up, up, right, right, down, right, right, collect dynamite, left and left again (got all that?). Wait until the Tasmanian Devil (eh?) is almost touching you, then press Use.

"Woodworm: Keep going left from the screen you find the woodworm on until you come to a rope leading up. Climb up the rope then go right, up, up, left, down, left, left, down, left, left, and left again. Press Use."

Can't say fairer than that, eh, Gazza? Many thanx, Graham, the badge is on its way.

FOOTBALL DIRECTOR

Well, there's a thing. Bet you never thought you'd see that game mentioned in this column again, eh? Anyway, an interesting letter from **Mr J Burgess,** who says, "At last I can put most of the *FD* addicts out of their misery, as I have found out how to get the 'Press Break, LET AI=n then GO TO 6' thingy work. I'm afraid it only works if you have a Multiface!" Yes, that makes sense. Carry on, J, old bean.

"When you are on the Main Menu screen, press the red button and then press E to exit. The bottom of the screen should read D BREAK – CONT REPEATS, 8:1. Then all you do is type LET AI=n (where n is the amount you want), then press ENTER and type in GO TO 6, then press ENTER to get back on the Main Menu screen. Then check your bank account and you should have whatever you required."

Clever, Mr Bond — too clever. But now I'm afraid you have outlived your usefulness...

HERBERT'S DUMMY RUN

Ka-Shing Man from Boo-Shee was asking a while ago how to get the honey pot in this wonderful old arcade adventure, and **Nicholas Jullard** has written all the way from Crans in Switzerland to help him out. Good on yer, Nick!

"To get the honey pot, go to the room on the right of the sports one (or on the left of the fort), jump on the third chain from the left, then on the table. Then just walk through it, and... you've got it! Simple, innit? But the rest of the game — or at least the part that I managed to solve — is rather more difficult." Too true, old son. I always thought the other Wally games were much easier, even *Everyone's A Wally*, which took ages to complete but at least was possible. Still, good game, good game, as Brucie used to say.

BATMAN

Hello, wossis? Yes, it's **Nick Jullard** again, this time helping **Lee Wilson** with his Batsnags. (This is of course the original Batperson game we're referring to here, as writ by Ritman and Drummond back in the middle ages.) Lee kept dying when trying to get the Batpack, a regular occurrence, I seem to remember, in my early *Batman* days too. Enter Juillard N, with some pertinent advice...

"To get the batpack, you must have the Batbag and the Batboots. Go to the Batpack screen, and first push the bubble from behind (north) against the first table. Then push it again, this time from the east. The bubble should now be up against the small wall (west). All you have to do then is jump from one block to another and onto the bubble. You can now get the Batpack. It will enable you to go through the room with the disappearing blocks quite easily. The Batbelt can be found some rooms later, and is easy to get. The Batmobile parts can be found on your way, but the playing area is so big you'll have to go through a lot of rooms to find them — and that's quite difficult. Good luck!"

No truer words were spoken — although I should add that in the Batpack screen the bit where you jump from one block to another to get out to the bubble is quite tricky — you need to go right to the edge of each block in order to get to the next one. Fortunately it's much easier on the way back!

Nick has his own questions, naturellement, so can you help him with these? "Does anyone know how to get into the Coal Train in *Wanted: Monty Mole*? It drives me mad! Oh, and has anyone got a non-Multiface POKE for *The Living Daylights*?"

Meanwhile, Lee also asked for a decent Bathack too, and **Don Griffith,** the generous cove, has written in with three, no less. Here's one, which gives infinite lives and everlasting springy jumps:

```
10  CLEAR 65535
20  LET SUM=0
30  FOR N=64768 TO 64872
40  READ A
50  POKE N,A
60  LET SUM=SUM+A
70  NEXT N
80  IF SUM<>13441 THEN PRINT "DATA
    ERROR!": STOP
90  PRINT "START BATMAN TAPE"
100 RANDOMIZE USR 64768
110 DATA 17,26,6,221,33,48,117,175
120 DATA 61,55,205,86,5,243,48,240
130 DATA 17,131,250,213,1,48,122,197
140 DATA 1,52,2,33,98,119,62,68
150 DATA 50,109,119,62,250,50,112,119
160 DATA 62,200,237,79,201,62,250,50
170 DATA 142,250,62,177,50,145,250,33
180 DATA 177,250,17,177,249,122,1,38
190 DATA 0,237,176,50,202,249,50,206
200 DATA 249,50,214,249,62,201,50,215
210 DATA 249,205,177,249,33,93,253,34
220 DATA 168,252,195,127,252,62,166,50
230 DATA 136,146,175,50,190,143,195,128
240 DATA 101
```

If that doesn't work, Lee, drop me a line and I'll send you the other two. (Oh, and thanx a bundle, Don!)

PRACTICAL POKES

Another page of painless POKEs, gift wrapped for you by **David McCandless.**

I am seriously considering changing my surname. Every time I tell it to someone, I have to repeat it. And even then people still think I'm called David McScruggle-Yuggle or David McPungent Wungent. I don't know.

Three syllables seem to be too much for the average tongue to handle, so I think a monosyllabic replacement is in order. A surname like 'Yes' or 'Smell' or... or... 'Poke' or 'Hack' (how's that for a masterfully cunning change of subject?)

INTENSITY

Khalid Jamil's back this month with his brilliantly incandescent POKE for that stonking *Uridium* sequel *Intensity.* This POKE will equip you with a huge array of corruscating lives.

```
5456↑  REM INTENSITY hack by KJS
  20  CLEAR 24500: LOAD ""CODE
  30  FOR f=3274 TO 32847: READ
a: POKE f,a: NEXT f
  40  FOR f=32774 TO 32847: READ
 a: POKE f,a: NEXT f
  50  RANDOMIZE USR 32774
  60  DATA 62,205,50,84,205,33
  70  DATA 20,128,34,85,205,195
  80  DATA 0,205,50,21,255,122
  90  DATA 254,46,192,62,50,50
 100  DATA 84,205,33,21,255,34
 110  DATA 85,205,62,195,50,58
 120  DATA 93,33,52,128,34,59
 130  DATA 93,195,0,93,50,107
 140  DATA 92,33,69,128,17,187
 150  DATA 93,1,20,0,237,176
 160  DATA 195,61,93
 170  DATA 175,50,221,193,50
 180  DATA 50,194,195,0,240
```

BARBARIAN

Apparently I made a mistake when printing a POKE for this game a couple of months back. First I've heard about it. First anyone's heard about it. First anyone's wanted to hear about it. But here's the correction anyway. Thanx go to **Khalid Jamil** who seems to have heard of it.

```
  10  REM BARBARIAN HACK by KJS
  20  LOAD ""CODE
  30  POKE 39830,12: POKE 39831,
250
  40  RANDOMIZE USR 39680: POKE
37528,36
  50  FOR f=64000 TO 64006: READ
 a: POKE f,a: NEXT f
  60  RANDOMIZE USR 64000
  70  DATA 175,50,214,148,195,10
2,237
```

COMMANDO

There's a rather large amount of old corkers coming out on budget labels and magazine covers these days. One such corker is *Commando,* a brilliant shoot 'em up, brilliant by even today's — nay tomorrow's — standards. Here's a comprehensive little ditty, courtesy of the **Tefal Men.**

```
  10  REM COMMANDO hack by KJS
  20  CLEAR 40000
  30  LOAD ""CODE
  40  POKE 65483,172: POKE 65484
,94
  50  FOR f=65030 TO 65041: READ
 a: POKE f,a: NEXT f
  60  DATA 62,201,50,20,237,175
  70  DATA 50,6,108,195,30,100
  80  RANDOMIZE USR 65485
```

DOUBLE DRAGON

The dynamic duo, **Mark Hemmings** and **Richard Denley**, are back again with their offering this month: infinite lives for *Double Dragon..*

```
  10  REM DOUBLE DRAGON HACK
  20  CLEAR 57675: LOAD ""CODE
  30  POKE 60120,62: POKE 60121,
240
  40  FOR f=61502 TO 61508
  50  READ a: POKE f,a: NEXT f
  60  RANDOMIZE USR 60000
  70  DATA 175,50,61,147,195,86,
144
```

FIRST FEMALE HACKER!

Wow! Wow! And double wow! I have here, following these few words, a POKE for a game called *Hercules* which will allow you to finish the game with just one task completed. And the POKE is by **Georgina J.S.**, who by my reckoning must be a girl, a woman, a lady, female, a member of the fairer sex. Which means that she is the first woman hacker ever to grace the pages of this and any other magazine. Milestone or what? And what about the rest of you?

```
  10  REM HERCULES by GJS
  20  LOAD ""CODE 16384: LOAD ""
CODE 41883
  40  FOR f=65470 TO 65487: READ
 a: POKE f,a: NEXT f
  50  DATA 33,196,255,195,163,16
3,62,1,50,250,128,49,240,255,195
,108,122,0,0
```

MULTIFACE CORNER

I received absolutely thousands of POKES for this section this month. It must be all those grinning guys (and girls now) who received a gift-wrapped Multiface for Christmas, and are learning how to munch hex and spit out POKEs. Those aforementioned guys are, **Will P. Downing, Mark Chapman, Ian Weedon, John "Zapper" Rose, Ciaran Roarfy, Mark Hemming, Roy Goodall**, and **Barrie Copeland.**

Game	Poke	Effect
1943	53158,0	Rolls
	57538,0	Energy
ALIEN SYNDROME	47503,0	Lives
	47984,0	Immunity
ARTURA	32138,0	Energy
BEACH BUGGY SIM	45878,0	Fuel
CRIME BUSTERS	46100,201	Time
	61012,201	Lives
CYBERNOID 2 128K	30548,0	Ammo
	36060,0	Lives
DOUBLE DRAGON pt 1	37693,0	Lives
2	37815,0	Lives
3a	37813,0	Lives
3b	37794,0	Lives
4	37824,0	Lives
5a	37818,0	Lives
5b	37979,0	Lives
FRONTLINE	62499,0	Lives
GUERRILLA WAR 128	48010,0	No enemies
	40593,0	No loose tank
	40872,0	Lives
GUNFIGHTER	58357,48:	
	58358,118	30000$
MAD MIX	39932,N	n = lives
OPERATION WOLF 128K	40756,183	Grenades
ORIENTAL HERO	28995,12	Lives
OUTRUN +3	39209,0	Time (no music)
	40628,0	Time (music)

SCROLLING CREDITS

Yes, here are this month's late senders of POKEs and miscellaneous people: **Steven Darlington, Mr. R.J. Booth, K.H. Cook, E. Young, John Colston, Marc Fotheringham, Andrew Mclean, S.W. Howarth, Christopher Bruce, Michael McCready, Master V. Cartwright, Mr. B. Thomas, Gavin Gill, Stewart King, John Barnes, Jack Skaife, Mrs. S. Becker, Gary Cole, R.I. Clark** and **Alasdair Thomas.**

CRASH PREVENTOR

I've just read that Spectrum +2's equalled the sales of Atari ST's this Christmas, so for all you new Speccy owners, here's how to get the POKEs on this page to work:

If the POKE is a BASIC listing:

1) Type in the hack program and double check that data.
2) Save it onto tape for later use.
3) Rewind your game tape to the start.
4) RUN the hack program.
5) If 'integer out of range' appears then you have a number over 255 in your data. Go back and check it.
6) If 'error in data' appears then you've wrongly typed in the data, go back and check it.
7) If nothing appears then play your rewound tape.
8) Give those aliens one from me, eh?

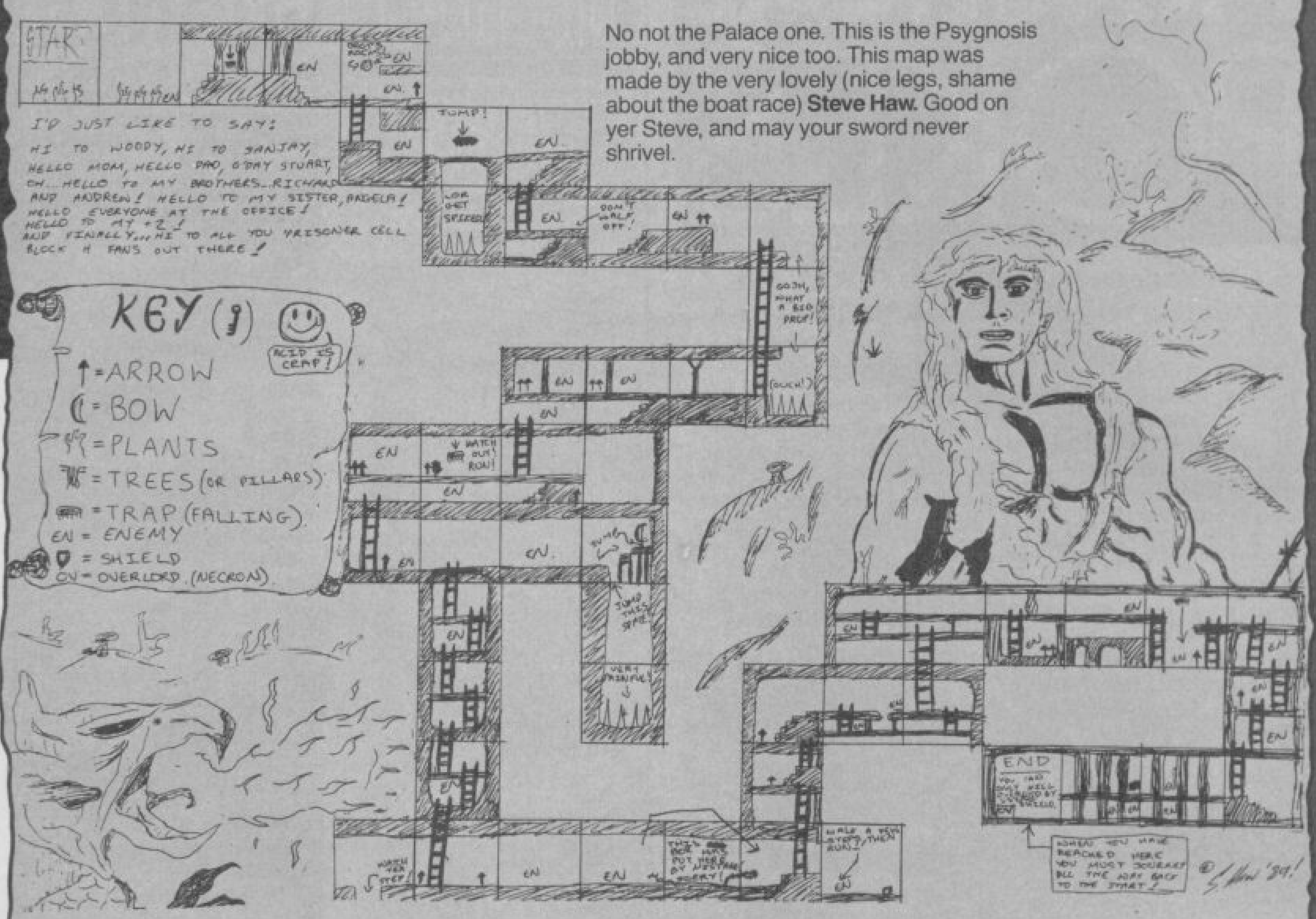
If the POKE is a multiface job:

1) Make sure you have a multiface (very important).
2) Load the game.
3) Once loaded, press the red button.
4) Press T then SPACE.
5) Enter the address.
6) Enter the value for that address.
7) Press ENTER.
8) Press Q then R.

UNTIL THE NEXT TIME...

And that's it for another month. Goodbye, and make sure you send any snippets of data my way. The name's Macca and the address is Practical Pokes, *Your Sinclair,* 14 Rathbone Place, London W1P 1DE. Byeeee!

No not the Palace one. This is the Psygnosis jobby, and very nice too. This map was made by the very lovely (nice legs, shame about the boat race) **Steve Haw.** Good on yer Steve, and may your sword never shrivel.



Barbarian

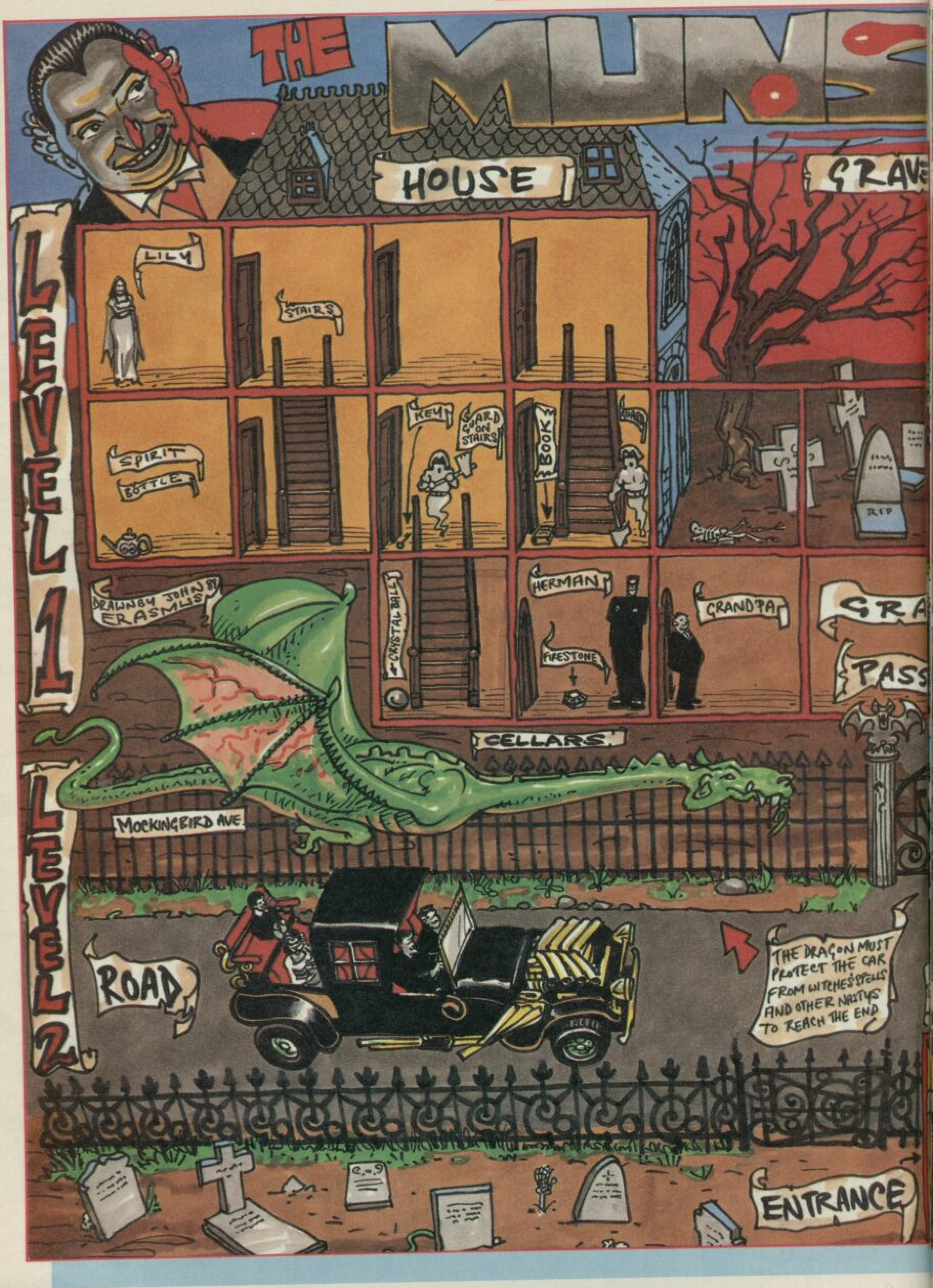
Batman 2 The Caped Crusader

Woow! And I thought there was a few tips for the original *Batman*. You could stuff a Batcave and still have plenty for sandwiches with this lot. First out of the box is **Dr Scott Bennett Phd,** with this bunch of yibble . . .

• Here's my solution to *Batman's 'A Bird In The Hand',* hope you like it.

First of all get the nose (which makes you invisible) then the Batarang and the lock pick. Leave the cave, go right and get the sweet and the shoe. Go back to the ladder and get the rope. Go along and open the door that says 'Take Your Pick' with the lock pick. (Good joke, eh? No? Oh well,) Go right until the end, and go through the door. Go left, then go through the first door. Get the lift key, then go back to the entrance. Go through the door and to the right. use the lift key, and go through the bottom door, go right and through the door. Go left and through the door then left and pick up the toast and dart. Go right and get the game disk. Go through the door, and through the next one, turn left. Get the egg and use the rope. Go up the rope and get the magnet. Use the dart and get the pass. Head back to the rooftop. Then go right, down the ladder and up the other one. Get the pop and the torch, go back down the ladder. Go right and get the door key, and back to the door that says 'Don't Pass Go.' Use the pass. Then inside use the torch. Go left and get the tape. Go right and through the last door, then left and through the first door, then left again and up the stairs. Go right to the end and through the door, turn left, through the door, then right to the end and use the door key. Go through the door, turn right to the end, through the door and right. To complete the game use three items, the tape, the disk and the magnet, and that's it."


IT IS THE YEAR 2019
"The Running Man" is a deadly game that no-one had ever survived. But ..... Schwarzenegger has yet to play.
The Running Man is an action packed, sideways parallax scrolling game in 5 sections with some spectacular backdrops and impressive sound.
Look out for The Running Man Video by Braveworld. Available in all leading Video Libraries from March 21st.
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AMIGA SHOT
SPECTRUM SHOT
SPECTRUM SHOT
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AVAILABLE ON:
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C64 & AMSTRAD CPC DISK £14.95
SPECTRUM +3 £12.95
C64 & AMSTRAD CPC CASSETTES £9.95
SPECTRUM CASSETTES £8.95
THE RUNNING MAN
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GRANDSLAM
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12-18 PAUL STREET
LONDON EC2A 4JS
TEL: 01-247 6434


THE MUNS
HOUSE
GRAVE
LEVEL 1
LILY
STAIRS
SPIRIT
BOTTLE
KEY
GUARD ON STAIRS
BOOK
RIP
DRAWN BY JOHN ERASMUS 89
CRYSTAL BALL
HERMAN
FIRESTONE
GRANDPA
GRA
PASS
CELLARS
MOCKINGBIRD AVE
LEVEL 2
ROAD
THE DRAGON MUST PROTECT THE CAR FROM WITCHES' SPELLS AND OTHER NASTYS TO REACH THE END
ENTRANCE


VEYARD
TOWER
COLLECTABLE SPOOK
LADDER
LIGHTNING CONDUCTOR
CHAPEL
EXIT
GUARD
COLLECTABLE SPOOK
EDDIE
ZOMBIES
AVEYARD
SSAGEWAY
CRYPT
LEVEL 3
CHÂTEAU
DOORS TO BE OPENED TO FIND MARILYN

Batman Two Too...

Now over to **P J Bristow** and his friend **Neil** for the next bit of the game, *A Fete Worse Than Death*.

• Get bulb, use in dark room. Get mask, wear it. Get torch and use in sewer. Get Batarang and use it. Go sewer. Get ears and use them. Get roll. Get all food (fish and carrot). Get shades. Use in Joker's Funhouse when it's too bright. Get false teeth. Take to false teeth room (in Joker's house and above sewer) and use them. You can now eat food. Go ghost train and get wire clippers. Defuse all ten bombs with them. Go to fair. Get Coke if needed. Get cash and use. Get Joker's card. If you use the dog, it gives you more energy but slows you down. Use card in Funhouse when you see the caption 'card trick'. Get camera. Use it. Drop it. Get harmonica. Use it. Drop it. Ta daaahhh!"

Is that the finish or what? Blimey, you've lost me . . . any other spec-chums know what the dynamic duo are on about. More about this, same time, same channel . . . Oh and many thanxx to **David Addey, Scott Kember,** and **Matthew Davies** for a super tipload. Sorry you didn't quite make it, but have a badge anyway!

Thunder Blade

Cwor! This is a fruity old game and no mistake. I played this one in the arcades until my fingers looked like twiglets. (Dee-dee-dee-doo dee-dee-dee-doo . . . come with me, into *The Twiglet Zone*. . .) **Gary Cole** has all the details. Come in Gazza . . . thwoppa thwoppa thwoppa . . .

• Looking at the 'copter from above, make for the first skyscraper you see. Land on it Fly to its front. Stop. Then fly left to right, not going forward, and bomb the tanks. Then go

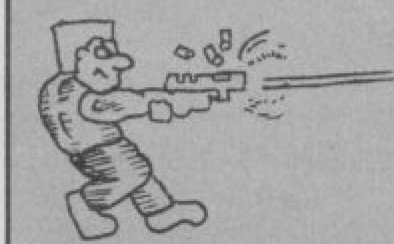
YOUR MOVE CREEP . . . Yes its that old fun loving tinballs, Robochef. And cwor blimey, if I didn't get a mound of tips that makes even MY EGO look small! Yes, it seems that every Joe and his dog bought or nicked a copy of *Robocop*. And then all of them sent me a tip for it! Hah. Amazing! Okay, let's get serious.

First in the lineup is me old spec-chum **Phil McCardle,** with not only tips but some neat little pics too.

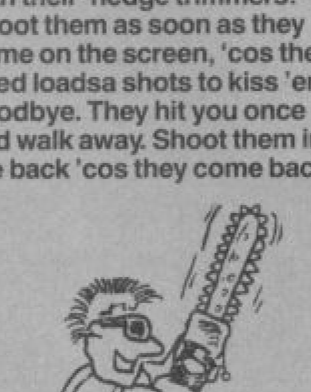
• Kung Fu Punks
These guys do flying kicks at you but you can avoid them by ducking when they jump at you. They'll land on the other side and you can shoot them in the back. (Ha ha ha!)



• Punks With Guns
One of the main types of enemy — and a real pain in the ass. They appear from windows or on the ground. Sometimes you can dodge their bullets, but watch out 'cos they fire low as well.



• Chainsaw Psychos
These real mean dudes come along and cut pieces outa you with their 'hedge trimmers'. Shoot them as soon as they come on the screen, 'cos they need loadsa shots to kiss 'em goodbye. They hit you once and walk away. Shoot them in the back 'cos they come back.



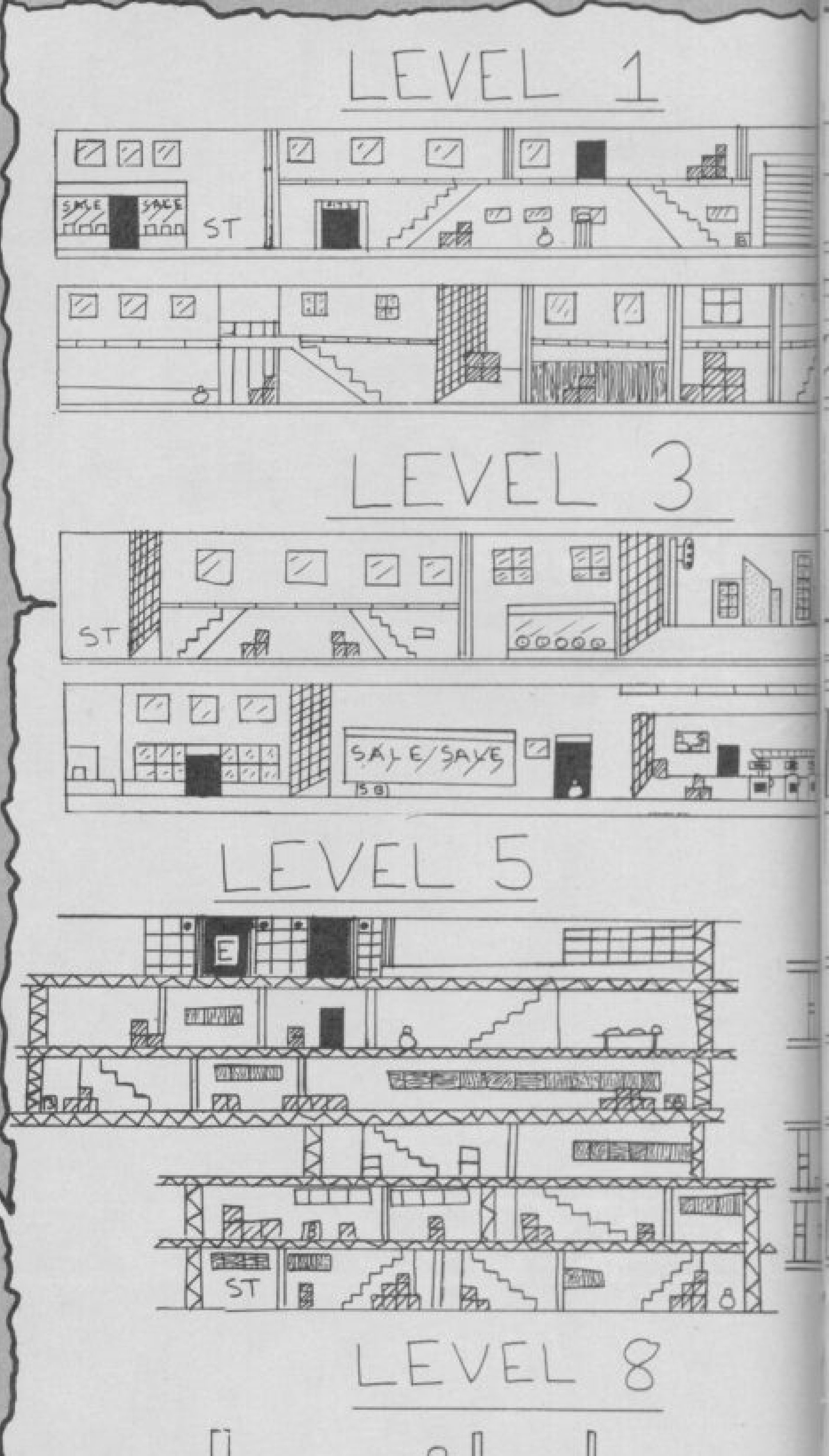
• Bikes
These appear on level three. They ride straight at you so fire as soon as you see them. Just like the chainsaw psychos they come back, so finish them off early.



• ED 209
This big boy appears on levels six and eight. You have to punch him in the face, but time your punches, 'cos he can remove your head quite easily.



• Clarence
Strangely enough there seems to be TWO Clarences on level eight! Still, he is quite dangerous, as he carries one of those megaguns which takes a chunk out of your energy. It seems that you can't duck from a fireball. However if





you pop his clogs, you can nick the megagun!

- Weapons

Normal Bullet = Two shots to kill.
Double Power = Kills in one.
Triple Shot = Fires in three directions, two shots to kill.
Fireball = Megagun shots, one shot.

- General Tips

Keep on the move. Aim before firing. On the hostage screen shoot the enemy's arm. You'll know when you've hit him, 'cos he'll flash. On the other hand if you've got loads of energy you can blow away the women and then shoot the man. (Yuk, yuk!) Finish off the baddies quickly 'cos they'll come back. On the ID section don't panic, just look closely at the details."

Whooo. Alright! Now its easily time to bring on **Mike Felisberto** and his in-bleepin-credible map 'n' hints for *Robocop*. I've been waiting for this one ever since the beginning. So here it is. Take it away Mike.

- **Having received *Robocop* for Chrimble, and having torn the wrapper off a little bit too early, I completed it really quickly and had an extremely boring Christmas! Anyway I painstakingly drew these maps of levels one, three, five, seven and eight for you, to pass the time. The others are too small to bother with."**

Hmm. Any more *Robothrob?* Okay, thanx to **Simon Gray, Tim Powell, Andrew Pajiadgi, Stephen Wheel, Paul Murphy, Gareth Harman, Adam Sparks, Scott Reid, Robert Grist,** and **Malcolm McDonald** for the following additional tips:

• Level 1 (Street)
When starting, duck down and fire, thus avoiding being shot down by first lot of thugs. The men with the big weapons (Fnar!!!) are tough! Don't shoot all window thugs, as this wastes time and ammo.

• Level 2 (Hostage)
The best shot is to shoot the mugger's elbows. He will flicker when you hit him.

• Level 3 (2nd Street)
Same as first one, don't shoot all window thugs, and conserve megabullets. If bikers get past you they come back on the other side of the screen!

• Level 4 (Photofit)
Mix Emil's face and make a match. Watch the chins because most of them look the same.

• Level 5 (Drug Factory)
Shoot all the thugs on screen as quickly as possible and collect ammo and food.

• Level 6 (ED 209)
ED shoots two round salvos and then pauses. Get close to him and wait until he fires, then jump up and smack him in the gob twice and duck. Do this two to three times and he'll blow up.

• Level 7 (OCP Lifts)
As in level five, shoot all thugs and move on.

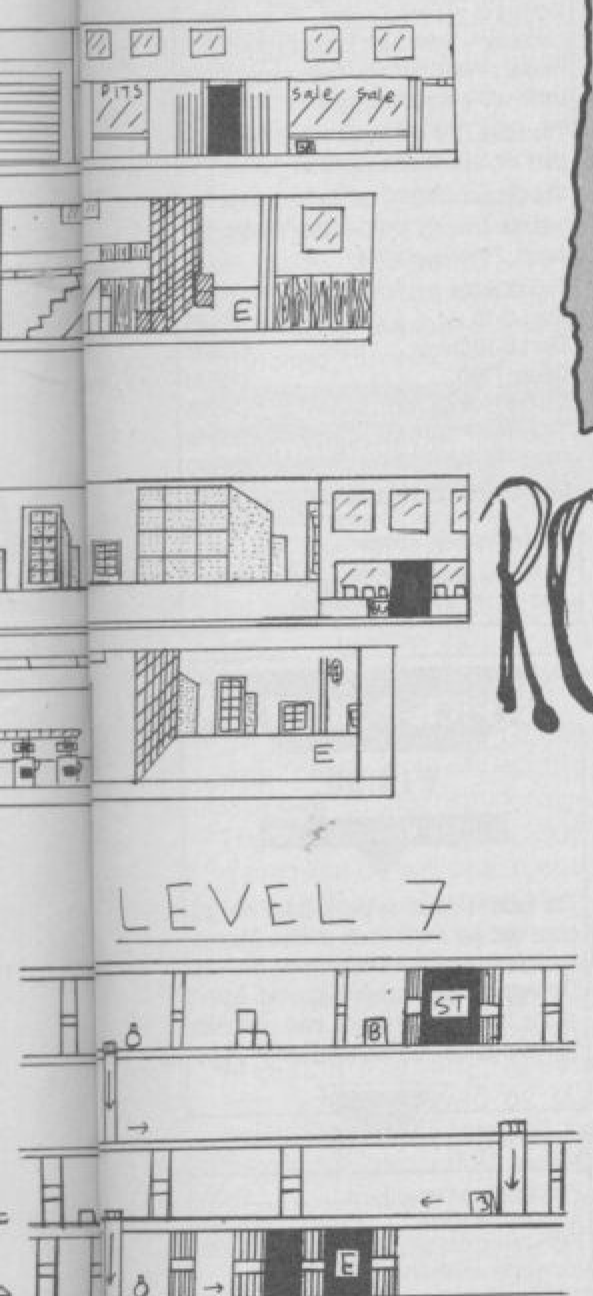
• Level 8 (Thugs)
Same as above. Shoot all thugs and use lifts. Then meet Clarence at the end. Watch out for his Megagun!

• Level 9 (Dick Jones)
Same as level two. Shoot at his elbows!"

Well done! You have now finished *Robobike*. And haven't the 'Shoppers finished it off, well and truely? Indeedy doody.

TIP OF THE MONTH

ROBOCOP





forward under the cover of the skyscrapers bombing the tanks as you go.

- **Looking at the 'copter from behind, as soon as you're on, fly fast, going left and right and up and down, blowin' the hell out of the tanks and 'copters. Trouble with the skyscraper in the middle of the road? Pull up and go left or right. As soon as you're round go down and in, blastin' the tanks.**
- **At the end it's the barrage. Go fast! And dodge left and right and up and down shooting the tanks. Now the ship. Go fast forward and blast the helicopter on the deck. Keep going fast and when the guns shoot a barrage... STOP DEAD. As soon as they stop, go fast and blast 'em. (Ack ack BOOOOM!) Do this on all the guns and you should be alright. Now you're on level two, but that's all for now. I've only had the game two days!?!"**

Okay okay! Surely that's your problem, hmm? Thanx anyway. Badge on the way. NEEXXXXTTTT!

Rex

Many cheery ta's to **Ian Banner** and **Kevin Ward,** who both sent in a tip for (grrrrRRAAAaaaarrlllll!!!) *Rex*. First up, it's **Ian.**

"**• I have found the code for the second part of *Rex*. This code starts the player with nine lives and 116,200 points. CODE: 8880888793999409 and that's all"."**

Wow, and **Kevin** said,

"**• I have completed the *YS* Megagame, *Rex*, and my code is: CODE: 8985809184889508 (phew) so put it in Tipshop and send me a badge!"**

Gosh! They're so rude, these *YS* nippers, innay?

And As I Tibet...

Well that's all this month from me, my little potato waffles, so let me bid you adieu, or even tarrah. Send me your kindly honts and tops or even hinty tips, to me, Phil Snout, *YS* Tipshop, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Any I print get an extra special I've Got Big Tips badge!!! Zowie.

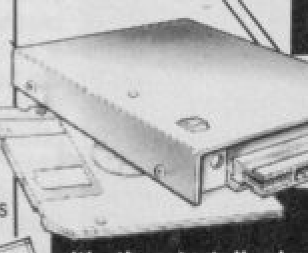
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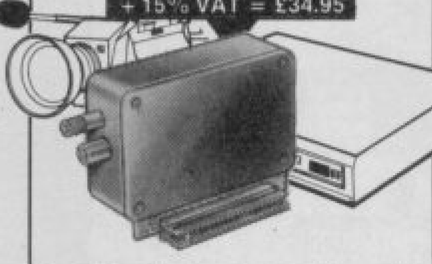
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YS/04/89

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NEW MORNING

BY PHYLLIS STEIN

Barbara Mason sank back into her pillows and sighed. It was a long, slow sigh, and if a sigh could be said to be warm, then it was a warm sigh too. It was the sigh of a contented woman. Barbara Mason was, in fact, much more than content; she was a very happy woman indeed. For the past 10 years she had travelled the world in search of hope. She had spent huge amounts of her husband's fortune on clinics in Switzerland, on herbal remedies in Africa, and on weird rituals involving many a dead chicken, in Haiti. All of this was spent on the search for hope. Ironic, then, that her travels had brought her back home, and hope had been found in the work of one of her husband's employees, the brilliant Dr Glemen. Barbara Mason stretched out her hand slowly

She'd spent huge amounts on weird rituals involving many a dead chicken.

to her stomach. She felt the hardness and the warmth, but most of all she felt hope. She felt mother hood. This was going to be a very special Easter.

In his laboratory Dr Glemen was putting the finishing touches to the day's work. The scientist, brought out of retirement by millionaire poultry farmer Bernard Mason, was thankful for being given the opportunity to leave his name to science. His work had been a great success, and the new breeding methods, developed by him, and employed by Mason, had seen Mason's company become the biggest in the poultry market. Fertility drugs, more highly concentrated batteries, hormones introduced to curtail the development of legs and wings with faster fattening of the birds' breasts, all Glemen's ideas, had given Mason such high turnover of prime boneless meat that he had become the toast of the agricultural industry. On top of that, his work with Mason's wife, helping her to beat infertility when gynaecologists all over the world had given up, meant that Glemen had risen from nowhere to become an agricultural wizard and then the hope of childless mother's all over the world. He had been invited to speak on television programs, his work had been reported in the Sunday supplements, and there was even talk of a cover shot for Time magazine. How they all loved his work now. If only they had been more appreciative of his work in 1943...

Barbara Mason could feel the kicks. She loved this moment more than any other. When the kick came she would tense herselt in the



hope that the contracting of her muscles would make the thrill more intense. The child was due soon. The thought of labour excited her. She had insisted that she should not be given

Glemen had become the toast of the agricultural industry.

anything to relieve any pain. She wanted to experience fully the time spent giving birth. God knows she had waited long enough...

She wanted the child to be born at home, it was at home that hope had been given to her. And she wanted Glemen to deliver it. It would be fitting.

The door of the room opened slowly, and the face of Bernard Mason slowly appeared. Seeing his wife awake, he entered the room.

"Well dear, not very long now. How do you feel?"

"I've never felt better in my life." She looked at the compassionate face of the man she loved. Over the past few months he had seemed to be surrounded by a strange kind of aura. She had identified it as the glow of a father-to-be. It was pride.

"I love you," she said.

Suddenly a pain shot through her body. She felt as though someone had stuck a knife into her.

Barbara Mason was about to have all her dreams come true.

"Bernard!" she screamed. "Quick, get Glemen. I think it's starting."

"Stay calm," replied Mason, and he turned and ran out of the room.

The labour had not been too painful, and the contractions had increased. Barbara Mason was about to have all her dreams come true. She looked down the bed at the kindly face of the old man who had made those dreams a reality. The contractions were coming at the rate of one every eight seconds. It was time.

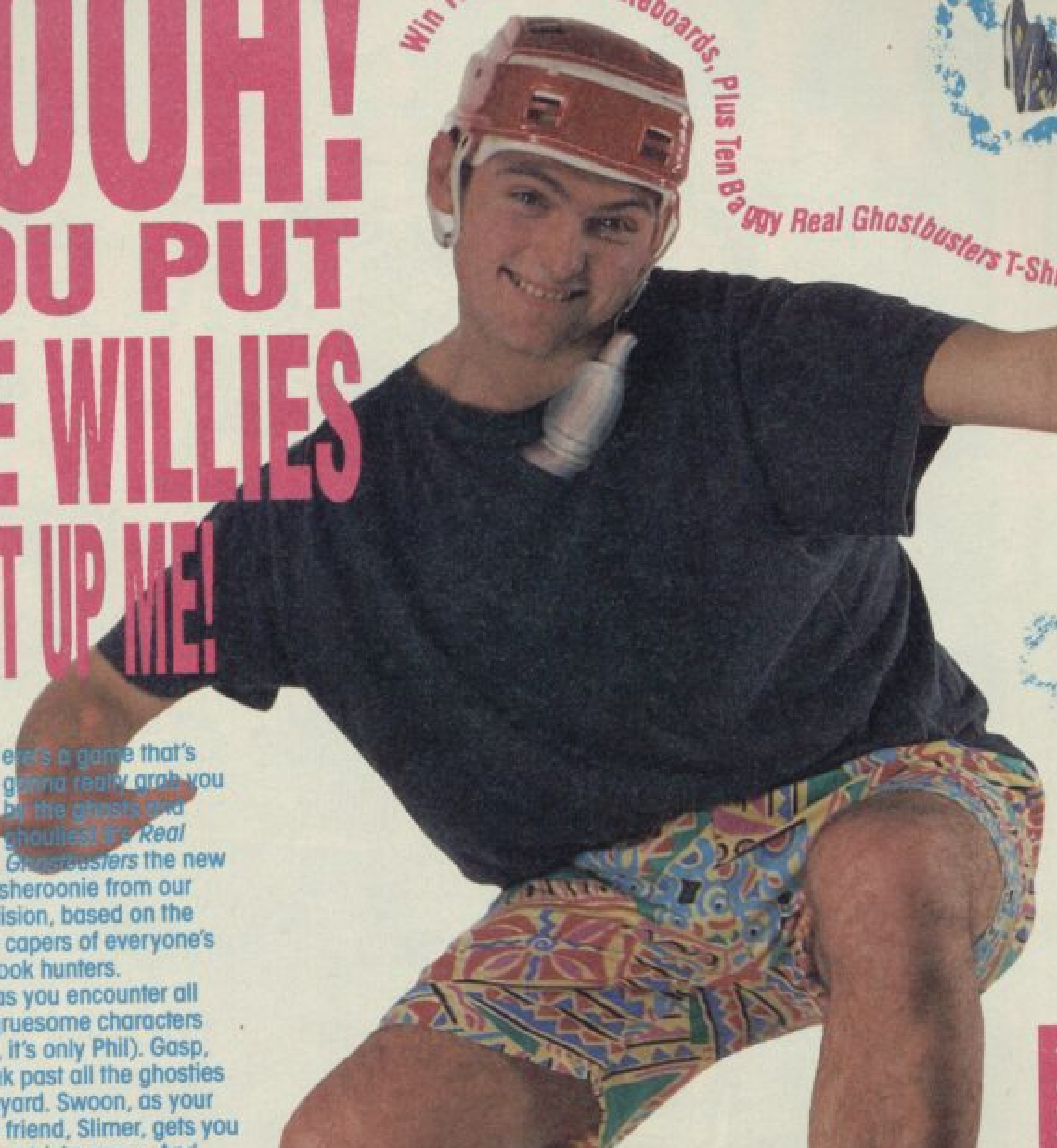
The next few minutes would live in the memory of Barbara Mason for the rest of her life. As Glemen told her to push she felt a surge come from within her and she knew that everything had gone well. Her husband, at her side, wiped the perspiration from her face, and as she heard the slap and the baby's wail, a tear of joy slipped softly from her eyes.

But as Glemen held up her child, all pink and soft and wrinkly, she did not see the face of her child. Cradled in the old man's arms was a long pink blob, with no arms, and no legs. Where there should have been hair, there were a few slimy feathers. Where there should have been ears, it was flat. Where there should have been a nose, was a beak.

"Congratulations Barbara," said the old doctor, "you are the mother of a beautiful baby girl. And look, almost pure breast!"

OOOH! YOU PUT THE WILLIES RIGHT UP ME!

Win Two Whizzo Skateboards, Plus Ten Baggy *Real Ghostbusters* T-Shirts And Five *Real Ghostbusters* Mugs







Here's a game that's gonna really grab you by the ghosts and ghoulies! It's *Real Ghostbusters* the new Speccy smasheroonie from our pals at Activision, based on the cartoonified capers of everyone's favourite spook hunters.

Scream, as you encounter all manner of gruesome characters (Aaaah! Oh, it's only Phil). Gasp, as you sneak past all the ghosties in the graveyard. Swoon, as your one ghoulie friend, Slimer, gets you out of another tricky mess. And read all about it on page 70 of this months issue.

Spook! But there's more. Cos those ghostly people at Activision have given us loadsa ghoulish *Ghostbuster* goodies to give away too.

What You Gonna Win?

So what ghastly goodies are up for grabs? First up we've got two fabbo *Real Ghostbusters* skateboards in ghostly luminous green, complete with four tasteful pink wheels, and a 14" full colour *Real Ghostbusters* print on the underbelly for you to impress your friends with when you do a wheelie. For ten lucky second prize winners there are huge, big 'n' baggy *Real Ghostbusters* T-Shirts to go ghostbusting in. And for the less courageous amongst you there are five *Real Ghostbusters* mugs — so you can stay at home, drink your cocoa and play the game in the comfort of your own armchair. Much more sensible.

What You Gonna Do?

Okay, unless you want to be laughed out of the skate park when trying out your brand new 'board', you're going to have to learn all the nifty footwork and the slick slang. Slipping '720°' and 'hang ten' into the conversation every so often just won't cut it (especially since everyone knows 'hang ten' is a surfing term.)

Listed on the form above are five bits of skateboardspeak, four of which are genuine, honest injun terms and one we've just made up. Simply put a ring around the one we've invented, remember to (ghost) write your name and address, and send the form to Oooh, You Put The Willies Right Up Me Compo, *YS*, PO Box 1509, Enfield, Middlesex, EN1 1LQ. And get your entries in by April 30th or the Ghost of Christmas Past will getcha!

There's no pulling the wool over my eyes, matey! I know full well the word I've ringed here has as much to do with skateboards as Granny's rock cakes have with cooking.

Jolly Mumbo
Phillip's 66
Eggplant
Snouty's Sandwich
Sean Penn

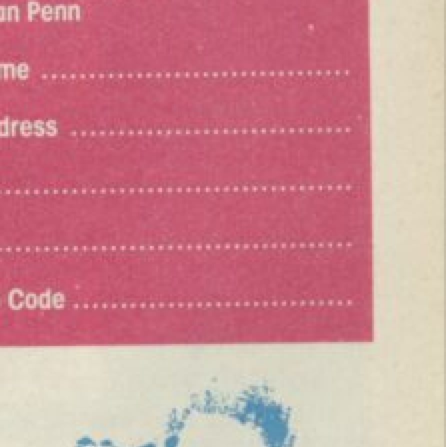
Name ....

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Rules

- Anyone who lives in the haunted house of Dennis or the Activision Asylum will be sent 'beyond the veil' if they try to enter.
- Things go bump in the night on April 30th — so be sure you make the date.
- Don't spook to the Ed until you're spooken to — her word is final!

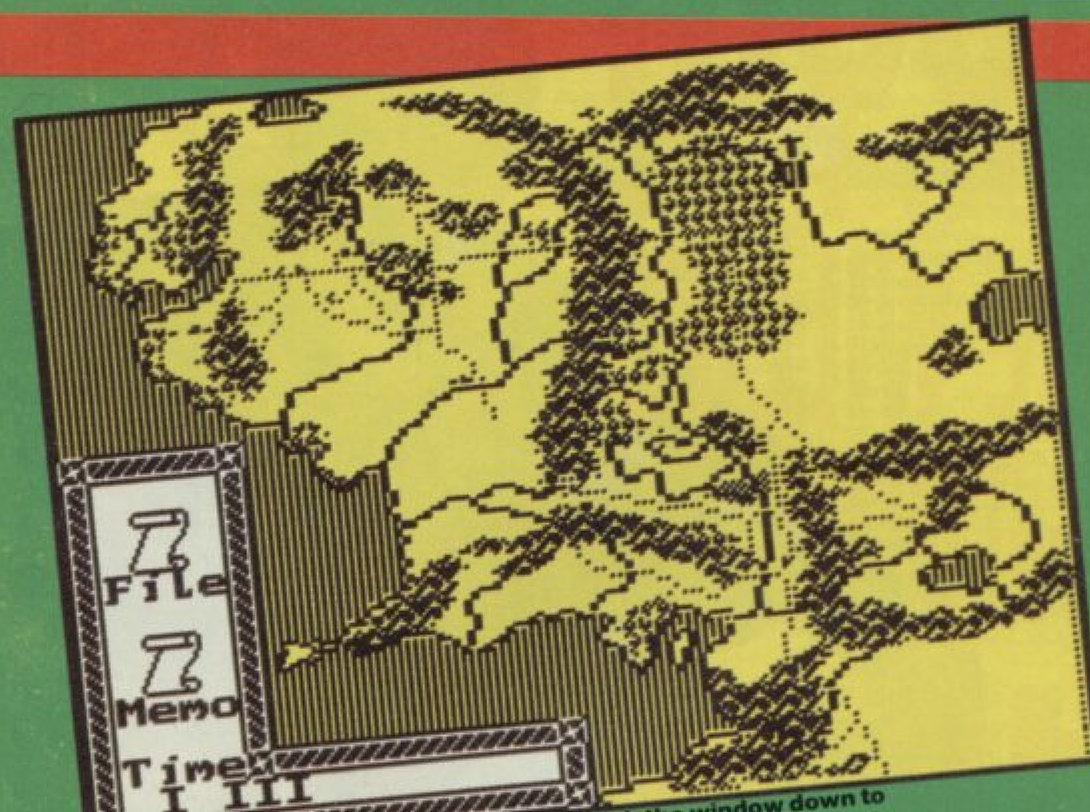
SCREEN SHOTS

Here we have it. The new slightly improved full price games review section. We're breaking you in gently — next month you'll get the total conversion.

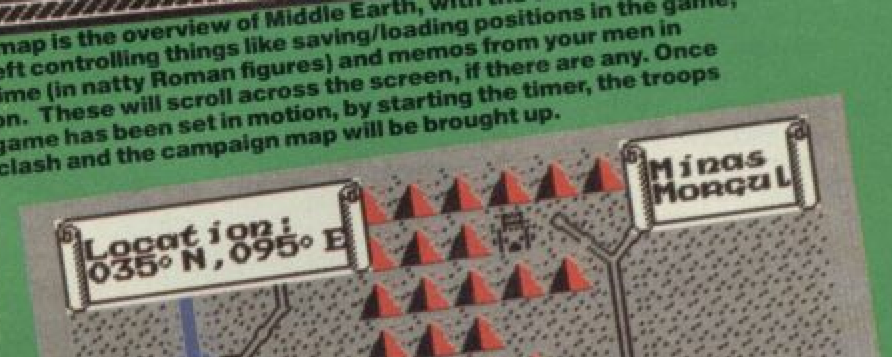


***YS* Seal Of Approval**
All games reviewed in Screenshots are finished products.

WAR IN



This map is the overview of Middle Earth, with the window down to the left controlling things like saving/loading positions in the game, the time (in natty Roman figures) and memos from your men in action. These will scroll across the screen, if there are any. Once the game has been set in motion, by starting the timer, the troops will clash and the campaign map will be brought up.



There are other menus to control the flow of battle, but if it all gets too much for you, you can give the Ring to another player, or in an extreme case, put it on and disappear.

Melbourne House/£9.99/£14.99

Phil Holding the rights to games from the wacky world of the famous John Ronald Reuel Tolkein has its benefits, dunnit? Like being able to whip off a new game every now and then when the mood takes you, based loosely on the magnificent fantasy 'tour de France', *Lord Of The Rings* trilogy. But *War In Middle Earth?* Where does that fall?

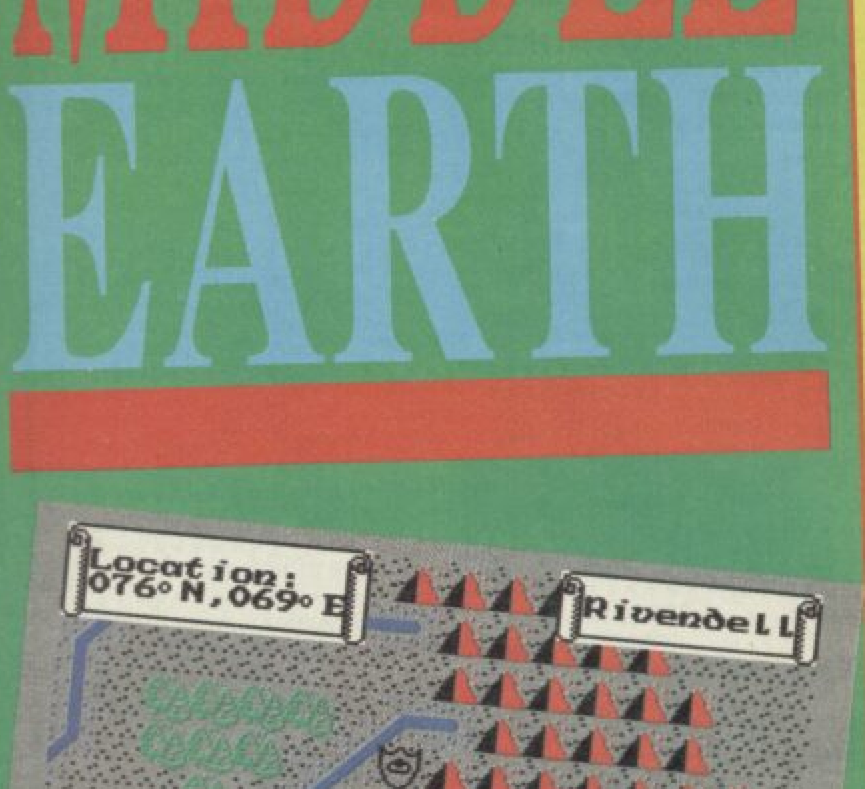
I admit that I booted this game with a steely glint of suspicion in my eye, looking every which way for a reason to slag it off as forcefully as I could. But after about fourteen hours play on the trot I had to collapse with defeat. Try as I might, I couldn't find anything to poke fun at, not even the graphics.

The scope of the game is broad indeed, like the unsettling boast on the packaging, "Multiple playing levels let you control all the characters and armies that appear in *Lord Of The Rings*, from the broad sweep of strategy, right down to individual characters actions on the battlefield"(!). Coo, is that a fact?

WIME is, in fact, a new game from Mike "eight billion locations and a cast bigger than Ben Hur" Singleton, the writer of the *Lords Of Darkness* games. He specialises in that sort of thing, of course, but this is more of a strategy game than his usual graphic strategy adventures. I'm reminded of some of those wargames, the like of which Owen and Audrey Bishop used to review; you know, PSS and CCS make them? You have a map on your screen, and you move a cursor around the screen with keys or various flavours of joystick. *WIME* has the Mike Singleton touch, though, in that you can not only deploy whole regiments of humans, orcs, dwarves and elves, but also zoom in closer to control your own characters, like Frodo who carries The Ring.

You can wear The Ring, or just carry it. Wearing The Ring makes you invisible, but as you will know if you've read the books,

MIDDLE EARTH



The campaign map is an expanded view of the same Middle Earth map, but zoomed in to show up finer detail. The hills and rivers are shown clearly, as are roads and 'units'. Units can be one player, or they can be a whole battalion. Putting the cursor on them brings up a scroll telling you who or what they are. Friendly units are shown as shields, and enemies as crossed swords.

this starts to alter your characteristics. For the worse. You can give The Ring away, but be sure you know who's got it, because you must take it to Mount Doom and destroy it by chucking it into the Crack Of Doom. Once the Ring is destroyed, that's the end of Sauron's power, and the game too.

The look of the game is fairly unexciting, on the face of it, and is not the sort of thing that'll appeal to your average action-packed laser spitting arcade junkie, for sure. But it is a gigantic strategy game, and for those of you who need something a little more meaty to get your teeth into (and there isn't a Pepperami handy) then this could be just the thing. Some folks prefer this kind of adventure to a pure text affair, and why not? I look at pages of text on screen all day and it drives me mental. This is a big game, for big heads.

YS CLAPOMETER

Fabby strategy game, based on a great story. Buy it.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

8

JOYSTICK JUGGLERS

We've got a plethora of reviewers for you this month!! Actually that's a lie! We've got about the same amount as normal, but the Screenshots policy has changed. Normally editorial staff who do reviews don't get a mention in the Joystick Jugglers box. Now they do! Hence the apparent increase in numbers. Don't worry though, everyone's still a little bit wibbly in the head, having undergone the *YS* Reviewer Test, details of which we have to withhold for legal reasons (but we can tell you that it involves a barrel of olive-oil, copies of *Where Time Stood Still* and *R-Type*, a pair of lederhosen and a banana – amongst other things.) The 'Test' ensures that our team write not only the most entertaining reviews in the country, but also the most accurate. We hypnotised them afterwards, but let's see how much they remembered...



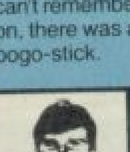
David 'Fab Wack' Macca McCandless – The only way to keep my sanity through the ordeal was to keep my mind on my mugshot from the *Pitstop* pages. Actually, I quite liked the bit with the banana.



Matt Bielby – I tried to have a quick word with Jackie on the way into the chamber, but T'zer stopped me. I don't remember too much about it, cos they hypnotize you afterwards, but I've got a vague recall. One of the scariest things for me was when the aardvark was lowered down.



Phil South – The worst bit for me was before going into the chamber – I had my sandwiches taken away. Apparently eating food interferes with the results of the test. Apart from that I can't remember a thing. Oh, hang on, there was a bicycle chain and a pogo-stick.



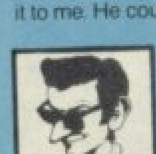
Marcus Berkmann – I'm the sort of person who doesn't even flinch when a cricket ball makes contact with my fingers at 100 miles an hour, but I must admit, I found the whole thing slightly unnerving – in a sort of bizarre way. Luckily I can't recall anything at all. It's odd though: I've suddenly become really good at *R-Type*.



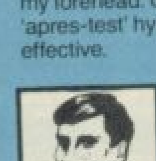
Sean Kelly – I found my spoon-balancing skills came in handy in the latter part of the test. I couldn't believe it, one of the things I do best included in the test. It must have improved my score somewhat.



Jackie Ryan – When Sean came out of the chamber he slipped me a piece of paper. Oh good I thought – hints about how to get through unscathed, but when I read it said nothing at all – it was blank. After the test I asked Sean why he'd given it to me. He couldn't remember.



David Wilson – I remember a few things, and I have to admit, it was the third most bizarre thing that's ever happened to me. At one stage I had eight flapping moths sellotaped to my forehead. Or was it nine? That 'apres-test' hypnosis was quite effective.



Jonathan Davies – I can remember everything. Everything... Every single thing. Yibble yibble.



Duncan MacDonald – What test?

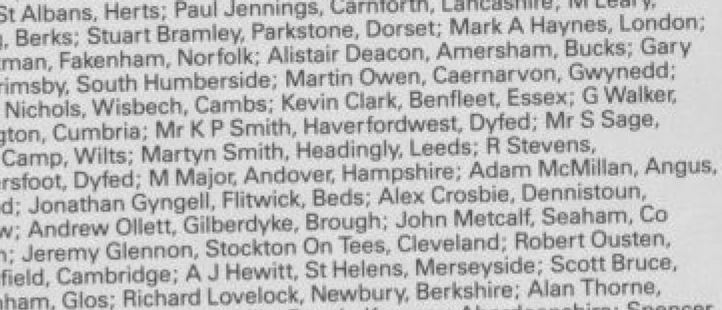
YS SCORES

10 – The unattainable. Beyond our understanding.
9 – Blimmin' heck. Buy this game at once.
8 – Coo. This is worth a second look. Brill!
7 – Quite okay really. It'll appeal to a lot of you.
6 – Erm. Not that okay really. Bog standard.
5 – Pretty sub standard.
4 – Blimey O'Rourke. Steer clear.
3 – Steer even clearer.
2 – State of the art 1982 software.
1 – Total bilge (not to put too fine a point on it.)

COMPO WINNERS

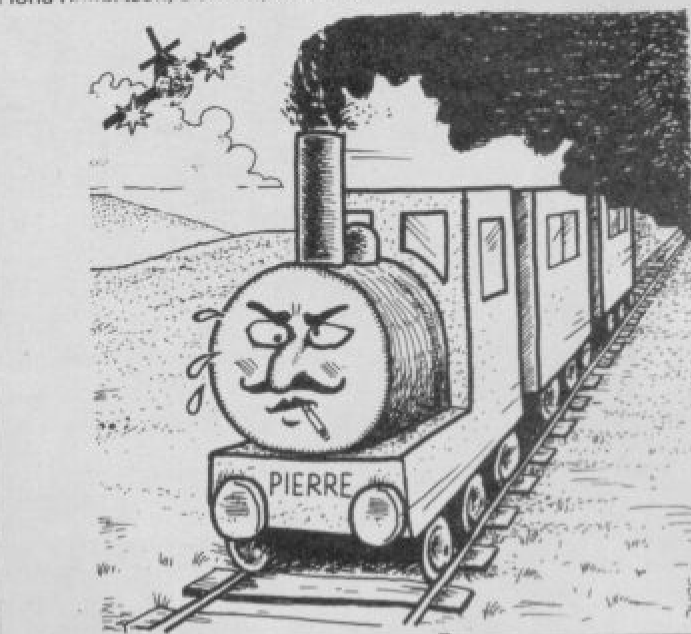
Quick The Ref's Not Looking! 'Crunch' Groan I Never Touched Him Honest Compo.

Back in October, we asked you to spot Diego Maradonna's ball (Fnarr!). And the first out of the shorts... Oops!... the hat for the three Subbuteo sets were:
Mat Callard, Pudsey, Leeds; Colin Sleigh from Glasgow and Colin MacDonald from Dundee.
And the fifty lucky runners up were:
David Kelly, Blackpool, Lancs; Wayne Watkins, Chelmsley Wood, Birmingham; Michael Hay, Glasgow, Scotland; Philip Wragg, Whitchurch, Shropshire; Timothy Taylor, Warrington, Cheshire; Steven Bow, Runcorn, Cheshire; Janson Lockley, Willenhall, West Midlands; William Tindale, Peterlee, Co Durham; Graham O'Hara, Stockport, Cheshire; Christian Dunn, Nottingham; Mark Whinkless, Coalville, Leics; Malcolm Nicholl, Co. Antrim, N Ireland; P Williams, c/o BFOP Ships; Mark Syner, Newtown, Birmingham; Andy Fox, Ilkeston, Derbyshire; Christine Went, Milton Keynes, Bucks; James Lorkin, St Albans, Herts; Paul Jennings, Carnforth, Lancashire; M Leary, Reading, Berks; Stuart Bramley, Parkstone, Dorset; Mark A Haynes, London; Russ Pitman, Fakenham, Norfolk; Alistair Deacon, Amersham, Bucks; Gary Abel, Grimsby, South Humberside; Martin Owen, Caernarvon, Gwynedd; Richard Nichols, Wisbech, Cambs; Kevin Clark, Benfleet, Essex; G Walker, Workington, Cumbria; Mr K P Smith, Haverfordwest, Dyfed; Mr S Sage, Bulford Camp, Wilts; Martyn Smith, Headingly, Leeds; R Stevens, Saundersfoot, Dyfed; M Major, Andover, Hampshire; Adam McMillan, Angus, Scotland; Jonathan Gyngell, Flitwick, Beds; Alex Crosbie, Dennistoun, Glasgow; Andrew Ollett, Gilberdyke, Brough; John Metcalf, Seaham, Co Durham; Jeremy Glennon, Stockton On Tees, Cleveland; Robert Ousten, Haslingfield, Cambridge; A J Hewitt, St Helens, Merseyside; Scott Bruce, Cheltenham, Glos; Richard Lovelock, Newbury, Berkshire; Alan Thorne, Stockton On Tees, Cleveland; Mike Beech, Kemnay, Aberdeenshire; Spencer Malpass, Rugeley, Staffs; David Haffner, Batchley, Redditch; Paul Delaney, Ashton, Lancashire; Dave Chapple, Saltash, Cornwall; Mr C Malloy, Bordon, Hampshire.



Chuff Bang Compo

"Time flies by when you're the driver of a train, And you ride on the footplate there and back again." The two lucky winners who stepped off the platform at Chigley for their Hornby train set prizes in this compo were:
Alistair May from Elgin in bonny Scotland and Steven Martin from bonny London.
The 25 new owners of Electronic Art's *The Train (Escape To Normandy)*:
Tim Rymer, Pudsey, West Yorkshire; Daniel Chapman, Wickford, Essex; Jay Foad, Slough, Berkshire; Kevin McGill, Linlithgow, West Lothian; W Hatton, Motherwell, Lanarkshire; Kevin Clark, Benfleet, Essex; Alexander Watt, Lhanbryde, Morayshire; Martin Aitken, Brae, Shetland; Graham C Deacon, Amersham, Bucks; Stephen Click, Nunthorpe, Cleveland; Mrs J Mole, Lancaster, Lancashire; Michael Love, Clacks, Scotland; Brian Perry, Sevenoaks, Kent; Paul Scoging, Keynsham, Avon; Philip House, Breightmet, Lancashire; Ray Mayhill, Ashford, Middlesex; Michael Major, Andover, Hampshire; Alex Garfield, Rotherham, South Yorkshire; Robert Bird, Horsham, West Sussex; Stefan Dawson, Minster, Kent; T M A Stuart, Shepton Mallet, Somerset; Colm Andrew, Broadbottom, Cheshire; Matthew Babirecki, Duckmanton, Derbyshire; Dean Petitt, Winchester, Hampshire; Fiona Robertson, Dundee, Scotland;



Double Take Compo

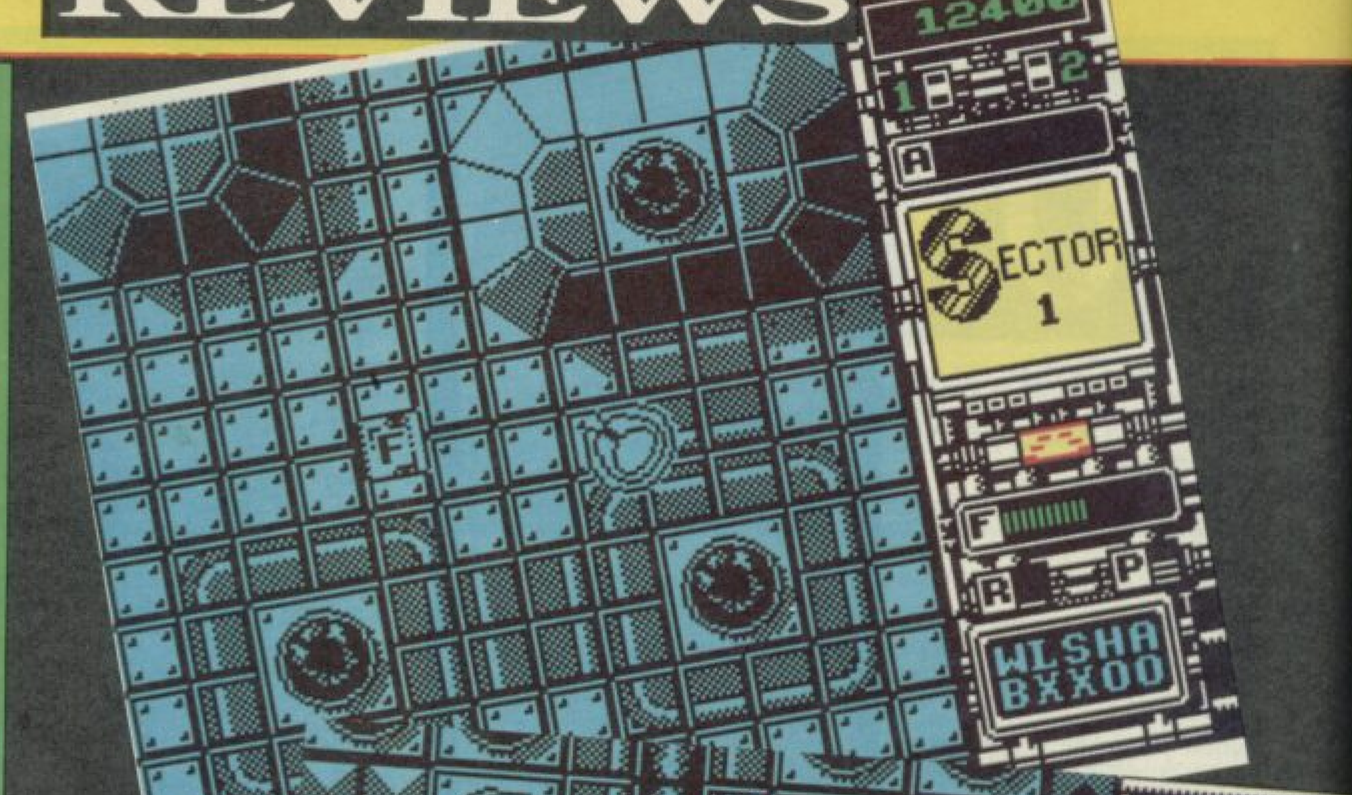
Oh! No! Ivor's got a Double Dragon in his belly! But Ivor the Engine didn't win the two fabby Sega Systems in our *Double Dragon* Compo, these lucky urchins did:
Stephen Graham from Widnes and Mark Kingshott from Eastbourne.
A copy of *Double Dragon* goes to each of the following too:
Alan Packard, Hornchurch, Essex; Gavin Barraclough, Rhos On Sea, Clwyd; Neil Kendal, Hayes, Middlesex; David Steven Tyler, Saltash, Cornwall; David Arundel, Pontefract, West Yorkshire; Anil Gill, Bedford; C Jeffery, Cheltenham, Glos; David Hillson, Romford, Essex; Wyn Gravelle, Carmarthen, Dyfed; Paul Cooper, Bannockburn, Stirling; Alastair Gabriel, Dundee, Scotland; Philip Merritt, Gravesend, Kent; Christopher Parry, Reading, Berks; Ian Rowley, Norton Canes, Staffs; Lee Moffat, Overtown, Lanarkshire; Jason Arnold, Tamworth, Staffs; James Tildesley, Impington, Cambridge; Paul Johnson, Letchworth, Herts; N Turner, Aylesbury, Bucks; E Young, Belfast, N Ireland.



Hold A Chicken In The Air, Stick A Deckchair Up Your Nose Compo.

Man in Chinese Restaurant: Waiter! Waiter! This chicken is rubbery! Waiter: Then wave it in the air, sir, It's part of the skill *YS Spitting Image* Compo! The lucky winner was:
Darren Biddle from Walsall.
Second prizes were showered upon the following:
Jon Worby from Beverley in Humberside and Daniel Finney from 'the Smoke' (Londres don't cha know).
Third prizes went to:
R. Stevens from Saundersfoot; Paul Goughan from Fife, and Brian McArthur from East-Lothian.
And last and least, the runners up were:
Giles Stuart-Mogg, Wansford, Peterborough; Daniel Davidson, Wendover, Bucks; Richard Forder, Chapeltown, Sheffield; Mark Holliday, Possilpark, Glasgow; Gareth Teague, Nailsea, Bristol; Alex Clark, Harefield, Hants; Richard Holden, Urmston, Manchester; Darren Pascoe, South Benfleet, Essex; Trevor McKellar, Chorlton Cum Hardy, Manchester; Matthew Larkin, Mold, Clwyd; Rick White, Doncaster, South Yorkshire; Sandy Munro, Troon, Ayrshire; Philip Merritt, Gravesend, Kent; Stephen McGarry, Dennistoun, Glasgow; Scott Rowan, Southport, Merseyside; Colin McBurnie, Dewsbury, West Yorkshire; Ben Leech, Keighley, West Yorkshire; Dean Kirkpatrick, North Shields, Tyne & Wear; Chris Delahunty, Thetford, Norfolk; Carl Peck, North Barnsley, South Yorkshire; Rupert Jessop, Bishops Stortford, Herts; Darren Hubbard, Sunderland, Tyne & Wear.

XENON





YOUR SINCLAIR MEGAGAME

Melbourne House/£7.95

Davey Coo! *Xenon*. This of course is a game about that spanky Richard Branson nightclub in London's glitzy West End, where we had the *YS* Xmas party. (*No it's not idiot. It's* Xenon *the Melbourne House game, and unlike* Xenon *the Xmas party, it's a goodie! Now get on with it! Ed*)

Okay then. *Xenon*'s a storming shoot 'em up, which involves you moving up a vertically rolling, scrolling hi-tech landscape, blasting ground defences and aliens until you meet up with the inevitable Big Meanie. But *Xenon* not your normal run of the mill shoot 'em up. Oh no missis, 'cos you can change your vehicle mode from jet fighter to armoured tank thing; the former being the safest and most manoeuverable means of transport, but the latter being the necessary mode for destroying batches of wibbly aliens. Also you get the special treat of taking on TWO big meanies per level! and they are well hard! (Oo-er!) This is a dangerous chore, so why do it? I hear you cry. Well, if you wipe out a whole caboodle of fat ladybird lookalikes for example, an icon appears, and if you don't, then, er, it doesn't. One icon boosts your energy, others alter your firepower. You can also get a brillo bubble, instead of an icon, on some screens, which will follow you about and fire simultaneously.

Xenon is a bit spooky in some ways, in that I actually got the impression that it became easier the further I got! I mean it's a lot easier to survive if your flying machine has super spanky fire power and the aforementioned brillo bubble, which you can put into use against the meanie! So persevere on the first levels . . . they are possible to get through, even when you're in that crap tank thingy! Oh! . . . and while I'm having a moan, it is a little annoying that when you've finished the level, you take on the meanie with depleted energy, and if you get killed, you have to go all the way back to the start! Ho-hum!

Still, this having been said, *Xenon* is a reet gradely (as they say up North) space shoot 'em up and a well tasty conversion that's worth the eight squidlies that those nice people at Melbourne House want you to shell out for it. It's addictive and pitched at a nice level of difficulty to keep you struggling. It boasts smooth graphics and nice sound especially on the 128K format. It's a shame about the single colour screens, but with all the other excitement crammed into this little number, it's forgivable.

If this type of game is your space thermos of Rosie Lee then strap yourself to your Spectrum, don your crash helmet, and prepare to blast your way through the alien hordes!!

YS CLAPOMETER

A very good conversion which, as space shoot 'em ups go, is a bit of a rip snorter! A mite tricky, but well playable and addictive to boot!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

9

THE XENON CAST LIST

Alien Tie Fighters



Alien Tie-Fighters have that annoying habit of zooming up behind you, so don't stay too near the bottom of the screen! Wiping out the first batch of these on sector two gives you an S icon which gives simultaneous sideways shooting — ever so handy for the mass of gun turrets lining this sector!



Big Meanie

Bleareaaaarrrghgh!!!! It's one of those howwid big meanies. This big job requires excessive exercise of the trigger finger. It fires in batches, so when you see what looks like a string of cod's roe coming towards you, hoof it! Also, beware of being squashed when this beastie moves down the centre to the bottom of the screen!

Ladybirds



Wibble, wibble, wibble . . . Here comes one of those crap alien ladybird things (CALTs). You can only shoot these in tank mode, and though they don't do much, they do fire at you and when there's a bunch they can cause serious damage! Wipe out a whole group and they'll present you with an energy boosting icon! After facing the first big meanie you'll find two individual CALT's on either side of the screen. Kill both of these — by changing from tank to kill the first, plane to fly over the central reservation, and back to tank for the second — and you get your first brillo bubble!



Bubble

Oooooooh! No missus, don't shoot this up 'cos it's your bubble chum. He effectively doubles your firepower, but beware he's lazy! If you stay at the bottom of the screen, he'll hide below you. Best idea is to zig-zag left and right, firing all the time.

CIRCUS GAMES

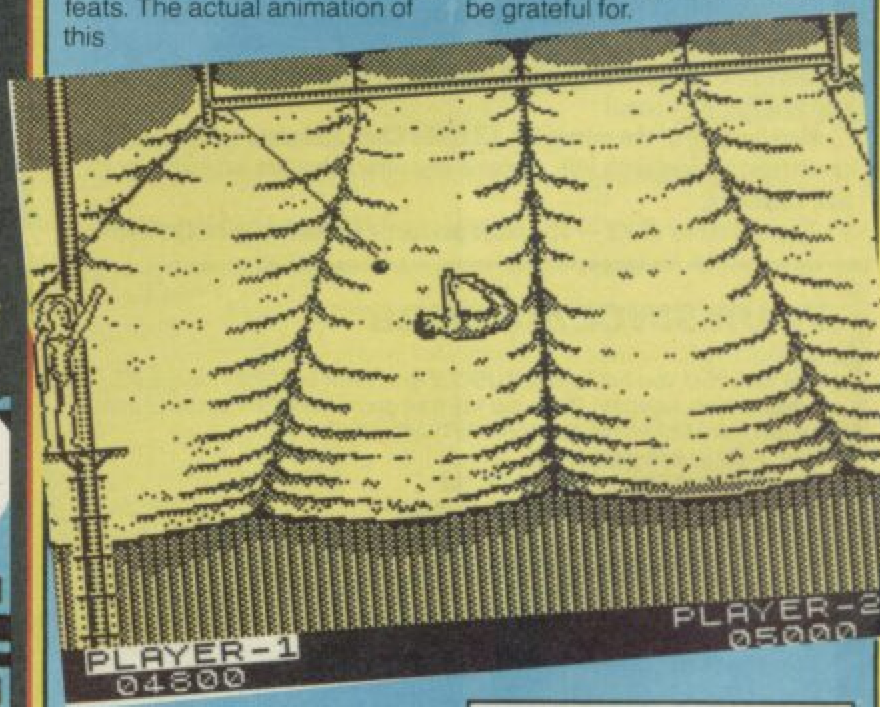
Tynesoft/£8.95 cass/£14.95 disk

Sean Well, why not? We've had *Winter Games* and *Summer Games*, *Olympiads* and *Decathlcns*, so why not try and inject a little originality into an old format, and have *Circus Games*. That's what Tynesoft has attempted, a novel slant on the old stop-start-rewind-reload type of games.

In *Circus Games*, you'll find yourself trying to work your way through four events, attempting various tricks at each, in a bid to get onto the high score screen. Why should you want to?

The first event is Bengal tiger training (wooh), where you, the trainer, armed with nothing but a chair and a whip, must put three tigers through their routine, and avoid being eaten for lunch. There are four tricks to complete: persuade the striped terrors to lie down, sit down, walk through a tube and sit down in a line. But how does it play? Not very well actually. I eventually got bored, and went on to the next section: the trapeze.

Here I founo myself got up in a girlie leotard thingy, having to perform yet more death defying feats. The actual animation of this



event was again the most attractive aspect, but the speed with which each trick was accomplished is very slow, and hardly got the adrenalin going. If you have insomnia, however...

The penultimate event was the tightrope, and guess what you had to do here? Got it in one. Cross the high wire, performing a somersault in the middle, then cross it on a unicycle, and lastly cross it performing a flip in the middle. About the only one of the events which had you continually prodding at your joystick in order to keep balanced whilst moving slowly forward and backward, and as such, the most exciting event. This isn't saying very much, however.

And what about the grand finalé of the nights gripping performance, ladeez han gennelmen? Yes it was the stunning 'girl doing things on horseback' routine. This is the most unplayable event, which is indeed an achievement considering the strong competition from the others.

Presenting a list of the aspects which make this game so bad would be boring, but no sound on the playing sections and totally unfriendly multi-load systems should give you an idea of what to expect. Tynesoft is, if my knowledge serves me, a software house more used to putting products out for the BBC and suchlike computers, only occasionally making a foray into the Speccy market. On the showing of *Circus Games*, I think this is something we should all be grateful for.

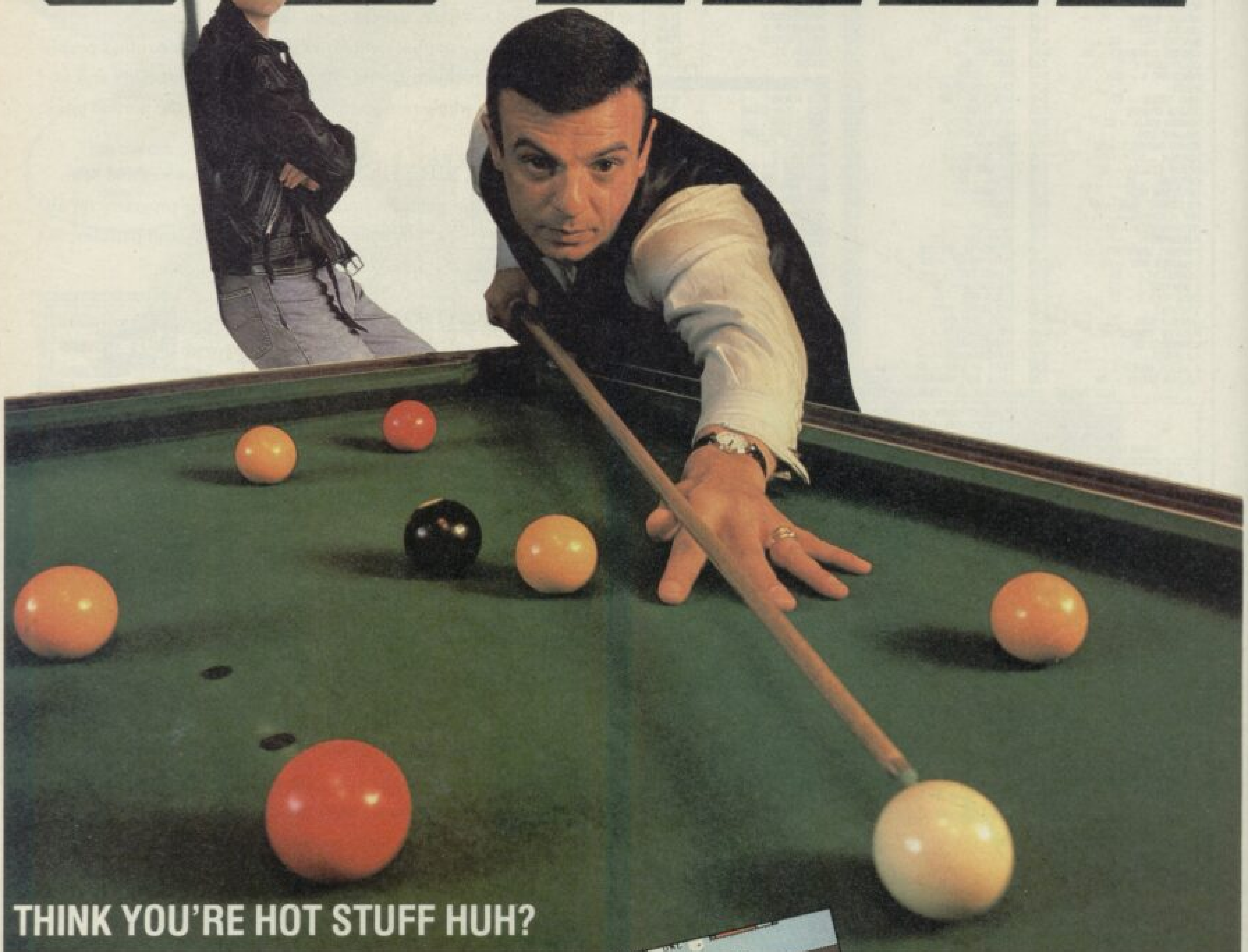
YS CLAPOMETER

Comment. Just like the real circuses on television. Boring.

GRAPHICS	■■■■■■□□□□
PLAYABILITY	■■■■□□□□□□
VALUE FOR MONEY	■■■■□□□□□□
ADDICTIVENESS	■■■■□□□□□□

4

3D POOL



Well here's your chance to prove it.

European champion 'Maltese Joe' Barbara is waiting to rack 'em up and blow you out.

Unlike any other pool simulation, 3-D POOL incorporates a unique "move around the table" feature — allowing shots to be played from any position, just like in a real game.

3-D POOL will take all your skill to master and if you do get that lucky break, how about entering the nationwide 'Maltese Joe' high score competition with the chance to play a real frame with the champ. Full details in every box.

Cue up for a shot at big Joe.



BBC screen shots



BBC screen shots

Pocket 3-D POOL on . . .

Atari ST	£19.99
Amiga	£19.99
IBM	£19.99
Commodore 64 Cassette	£9.99
Commodore 64 Disc	£12.99
Amstrad Cassette	£8.99
Amstrad Disc	£14.99
Spectrum	£7.99
MSX	£7.99
BBC/Electron	£8.99
Archimedes	£19.99

FIREBIRD

A LEGEND IN GAMES SOFTWARE

Telecomsoft, First Floor, 64-76 New Oxford St, London WC1A 1PS.

YS GAME OF THE YEAR

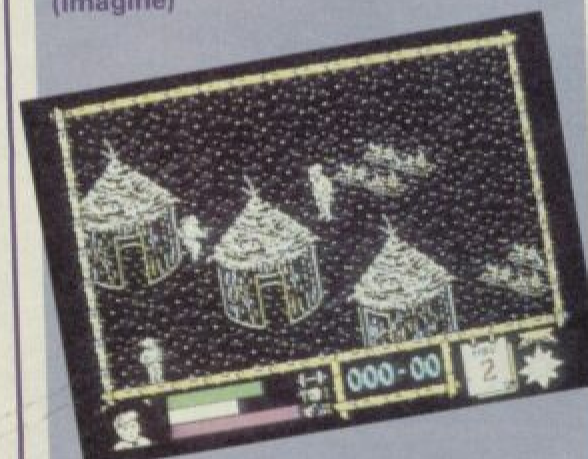
1988? Phwor, that was the year that was. A real vintage year for Speccy games and no mistake. Loadsa goodies appeared on the scene, and some real dodos too. But what were our Fave raves of '88? And what were yours? Find out and cast your votes for the only awards that matter in the Speccy gaming industry. 'Cos it's time for the *YS* Game Of The Year Awards.



DUNCAN — *YS*'s resident fruitcake!

1. *Gothik* (Firebird)
2. *Ikari Warriors* (Elite)
3. *Bobsleigh Simulator* (Digital Integration)
4. *Where Time Stood Still* (Ocean)
5. *R-Type* (Activision)

Duffer Of The Year: *Guerilla War* (Imagine)



My fave rave of '88 was *Gothik*, a *Gauntlety* affair that didn't do half as well as it deserved. The weapons system was awesome and the game more addictive than a Marks and Sparks herb and onion dip. *Ikari Warriors*, on the other hand, got a bit of a slagging: the sprites were a little tricky to make out at times, but I didn't care.

Next up? *Bobsleigh Simulator.* Wowee! Turn off the lights, stick your head right up to the TV screen and it's exactly like the real thing.

Where Time Stood Still was a brilliant successor to *The Great Escape*, but this time a 128K game only. Totally absorbing — until you finish it whereupon it becomes totally unabsorbing.

Finally, *R-Type.* No superlatives do this horizontally and vertically scrolling shoot 'em up justice. Er, I think 'probably the finest shoot 'em up ever to appear on the Speccy' will have to do.

And that's it folks — but I've just got to squeeze in a few 'bubbling unders' before T'zer notices: such as *Ocean Conqueror* (a budget game), *Nebulus, Tetris, Arkanoid II, Super Ha... (Snip! That's enough 'bubbling unders'. Ed)*

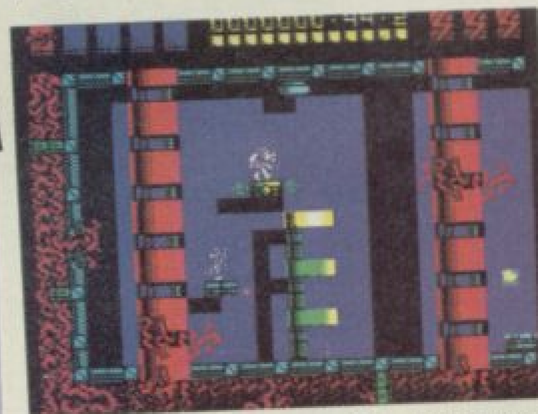


SEAN — King of the Custard Cream

1. *Rex* (Martech)
2. *Cybernoid* (Hewson)
3. *Total Eclipse* (Incentive)
4. *Tetris* (Mirrorsoft)
5. *Advanced Lawnmower Simulator* (Gardensoft)

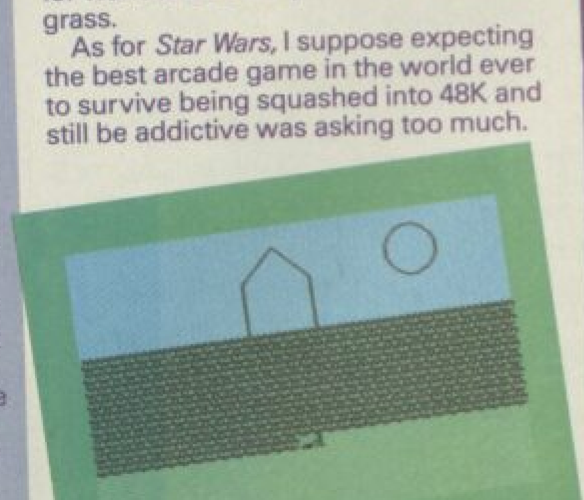
Duffer Of The Year: *Star Wars* (Domark)

And not an arcade licence or multi-load amongst them, proving that imagination and the ability to pack playability into 48K do still occasionally go hand in hand. *Rex* and *Cybernoid* both put new ideas into shoot 'em ups, while *Total Eclipse* and *Tetris* proved totally addictive, well programmed and bizarre.



Advanced Lawnmower Simulator was, for want of a better phrase, a coup-de-grass.

As for *Star Wars*, I suppose expecting the best arcade game in the world ever to survive being squashed into 48K and still be addictive was asking too much.

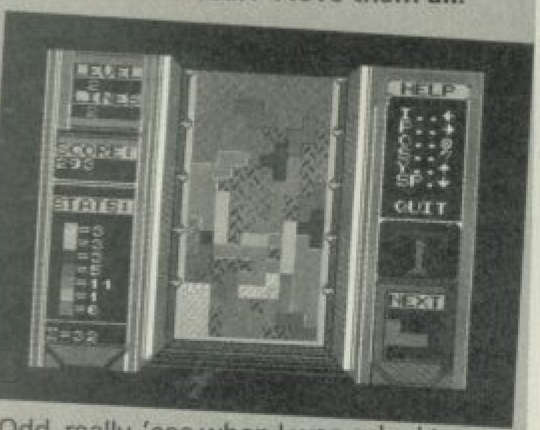




DR BERKMANN — Winner: Michael York Lookalike Compo, Butlins (Minehead) 1966

1. *Tetris* (Mirrorsoft)
2. *Arkanoid II — Revenge Of Doh* (Imagine)
3. *Total Eclipse* (Incentive)
4. *Cybernoid* (Hewson)
5. *Sophistry* (CRL)

Duffer Of The Year: 'I love them all.'



Odd, really, 'cos when I was asked to knock together my top five games of 1988 I thought it'd be rather tricky. For let's face it, the levels of Speccy programming are not what they were — the bog standard game of today is usually far more bog than standard.

But at the top of the range things have never looked healthier. *Tetris* was a superb puzzle — simple, well executed (it was better on the Spec than on any other machine) and brainblendingly addictive. *Arkanoid II* may have been a sequel, but it was so far ahead of its predecessor in terms of sheer scope and playability that it has to go in. *Total Eclipse* was the third and best of Incentive's Freescape titles — games that extend the imagination beyond anything you'd think the Speccy was capable of.

And what about *Cybernoid*, THE shoot 'em up of '88, brilliantly implemented by Raphaele Cecco. *Sophistry*, which came and went in about two seconds, was a much underated puzzler that I played for hours, days, weeks . . .

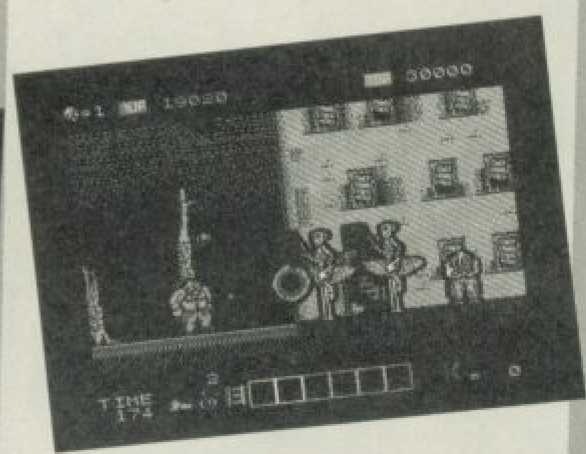
A good year overall. The next five? *Operation Wolf, Dark Side, Where Time Stood Still, Impossible Mission II* and *Vindicator.*



MACCA McCANDLESS — That dish from the Pits

1. *Soldier Of Fortune* (Firebird)
2. *Karnov* (Electric Dreams)
3. *Cybernoid* (Hewson)
4. *Savage* (Firebird)
5. *Target Renegade* (Imagine)

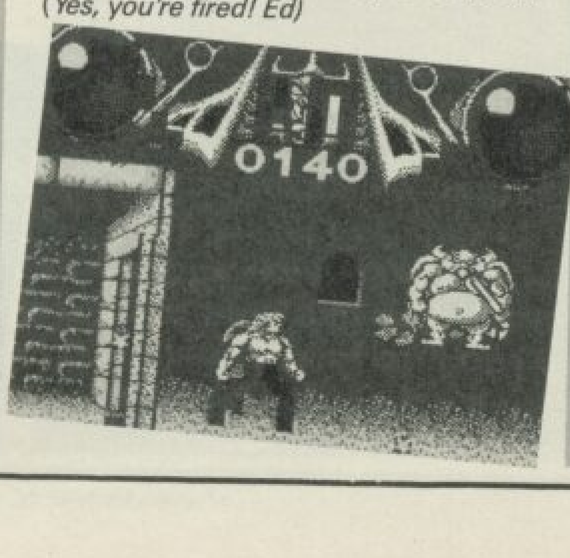
Duffer Of The Year: *HellFire Attack* (Martech)



Would you be amazed if I told you I thought the biggest anti-climax of last year must definitely have been *R-Type*? So would I, as it is in fact totally untrue.

However, the most disgustingly disappointing game of '88 was probably *Cybernoid*. Hah! Got you again! That was a lie! Hah! Ahem.

No, but talking truthfully now (honest, guv) the greatest heap of rubbish last year for me was *Hellfire Attack*. Emaciated graphics, non-existent gameplay, pathetic sound — bleuurghhh! to be exact. Almost as bad as *Savage*. Hah! Did it again! What a joker I am, eh? (*Yes, you're fired! Ed*)



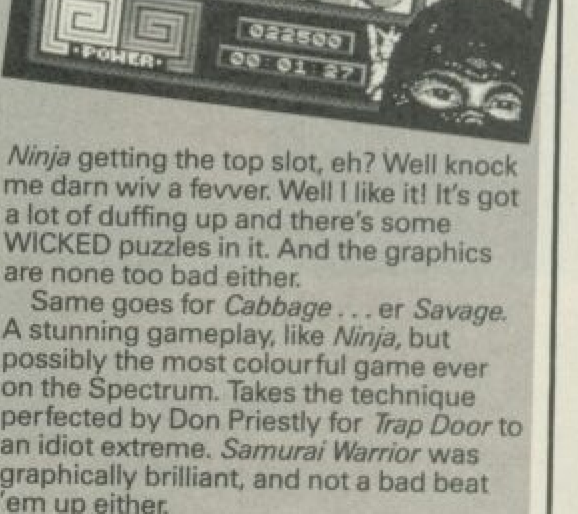


PHIL SNOUT — Man of a million sarnies

1. *Last Ninja II* (System 3)
2. *Savage* (Firebird)
3. *Samurai Warrior* (Firebird)
4. *Afterburner* (Activision)
5. *Where Time Stood Still* (Ocean)

Duffer Of The Year: *T-Wrecks* (Gremlin)

It was a funny old year, which produced a truely varied crop of games too! Some were out 'n' out blockbusters, and others, well . . . Even His Royal Holiness couldn't rescue *Blockbusters*. But what about the Snouty-Man chart then? Fancy that! *Last*



Ninja getting the top slot, eh? Well knock me darn wiv a fevver. Well I like it! It's got a lot of duffing up and there's some WICKED puzzles in it. And the graphics are none too bad either.

Same goes for *Cabbage* . . . er *Savage*. A stunning gameplay, like *Ninja*, but possibly the most colourful game ever on the Spectrum. Takes the technique perfected by Don Priestly for *Trap Door* to an idiot extreme. *Samurai Warrior* was graphically brilliant, and not a bad beat 'em up either.

Afterburner, just because it's my fave arcade game. The conversion wasn't all that great, but it reminds me of it, which is enough. And finally *WTSS*, the BIGGEST game ever, and one of the hardest I've ever played.

The dud was obvious. Wot a load of old CHUFF! that *T-Wrecks* was. How could you, Gremlin?

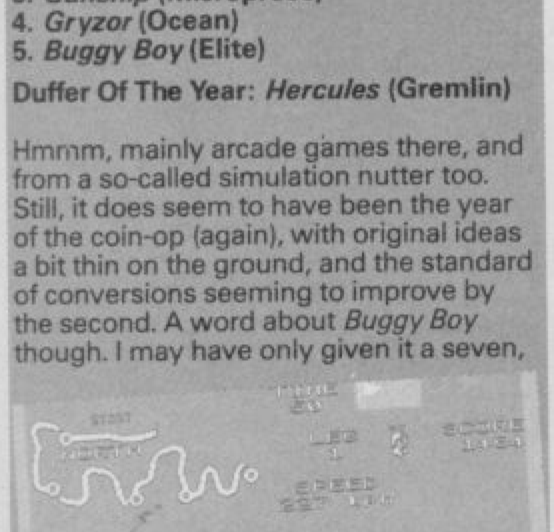


JONATHAN DAVIES — Jonathan by name, Jonathan by nature.

1. *Karnov* (Electric Dreams)
2. *Bionic Commando* (Go!)
3. *Gunship* (Microprose)
4. *Gryzor* (Ocean)
5. *Buggy Boy* (Elite)

Duffer Of The Year: ***Hercules*** **(Gremlin)**

Hmmm, mainly arcade games there, and from a so-called simulation nutter too. Still, it does seem to have been the year of the coin-op (again), with original ideas a bit thin on the ground, and the standard of conversions seeming to improve by the second. A word about *Buggy Boy* though. I may have only given it a seven,



and probably still would, but what the heck, eh? Brill fun.

As for the dross, well apart from 99.9% of the budget stuff, Gremlin's *Hercules* still makes me feel queasy inside. Eeurgh! That tune haunts me . . .





BEN STONE — Now a 'solo artist'

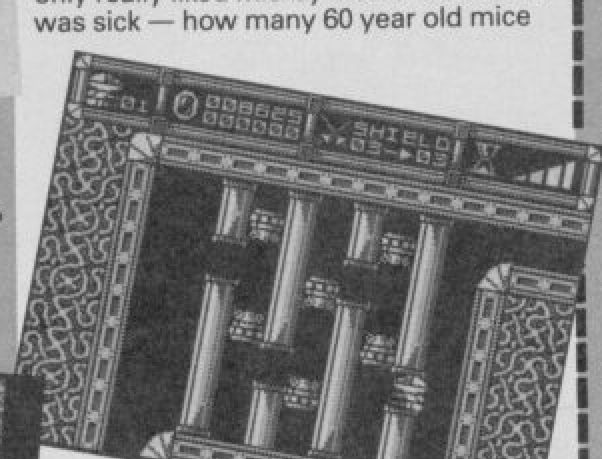
1. *Cybernoid* (Hewson)
2. *Nebulus* (Hewson)
3. *Operation Wolf* (Ocean)
4. *Total Eclipse* (Incentive)
5. *Mickey Mouse* (Gremlin)

Duffer Of The Year: ***Wizard Warz*** **(Go!)**

Even in '89 *Cybernoid*'s still got one hell of a grab factor — over a year since its release and I still play it. Frenetic action coupled with a bit of thought — da business, narwaamin? My fave rave of '88, deffo.

Nebulus was a very simple idea, its gameplay cunning, difficult and extremely addictive. it looked great too — what more could you ask for?

Onto the computer carnage and *Operation Wolf*, which I loved ('cos I'm really 'ard.) 'There's nothing like a good bit of mindless violence' as my old Mum used to tell me. *Total Eclipse* was the only one of Incentive's awesome Freescape games that didn't leave me cold. I loved the atmosphere and it's one of the few games I can still stomach to play. And I only really liked *Mickey Mouse* because it was sick — how many 60 year old mice



do you know who can kick ass as bad as Mickey? Hah! Got you there.

The naffest? Thanks to Go!'s usual lack of informative instructions *Wizard Wars* was about as easy to get into as a pair of rubber underpants. Still, norra bad year overall.

THE WINNAS! So what were *YS*'s fave raves of '88?

1. *Cybernoid* (Hewson)
2. *Total Eclipse* (Incentive)
3. *Karnov* (Electric Dreams)
4. *Tetris* (Mirrorsoft)
5. *Nebulus* (Hewson)
5. *Arkanoid 2 — Revenge Of Doh* (Imagine)

But what about the far more important *YS* Reader's Award?

Now it's your chance to let us know whether you agree with the *YS* Jugglers or reckon they couldn't tell a good game from a bit of old cobbley cheese.

Just make sure you've got some lead in your pencil (Oo-er) and fill out your favourite Speccy games of '88 for each category listed below, and your top three overall games (in order please) on the form below. Then whip it into an envelope and send it to *Game Of The Year Awards, Your Sinclair*, 14 Rathbone Place, London W1P 1DE to arrive no later than April 10th, 1989.

Oh and if you're lucky, you just might win a huge bumper *YS* goodie bag, stuffed full of games. So get voting.

VOTE NOW!

Call those the best games of '88? What you SHOULD have chosen were . . .

Best Arcade Adventure ....

....

Best Shoot 'Em Up......................

....

Best Driving Game ....

....

Best Beat 'Em Up ....

....

Best Sports Sim ....

....

Best Adventure..............................

....

And my overall top three are . . .

1)..

2)..

3)..

Got that?

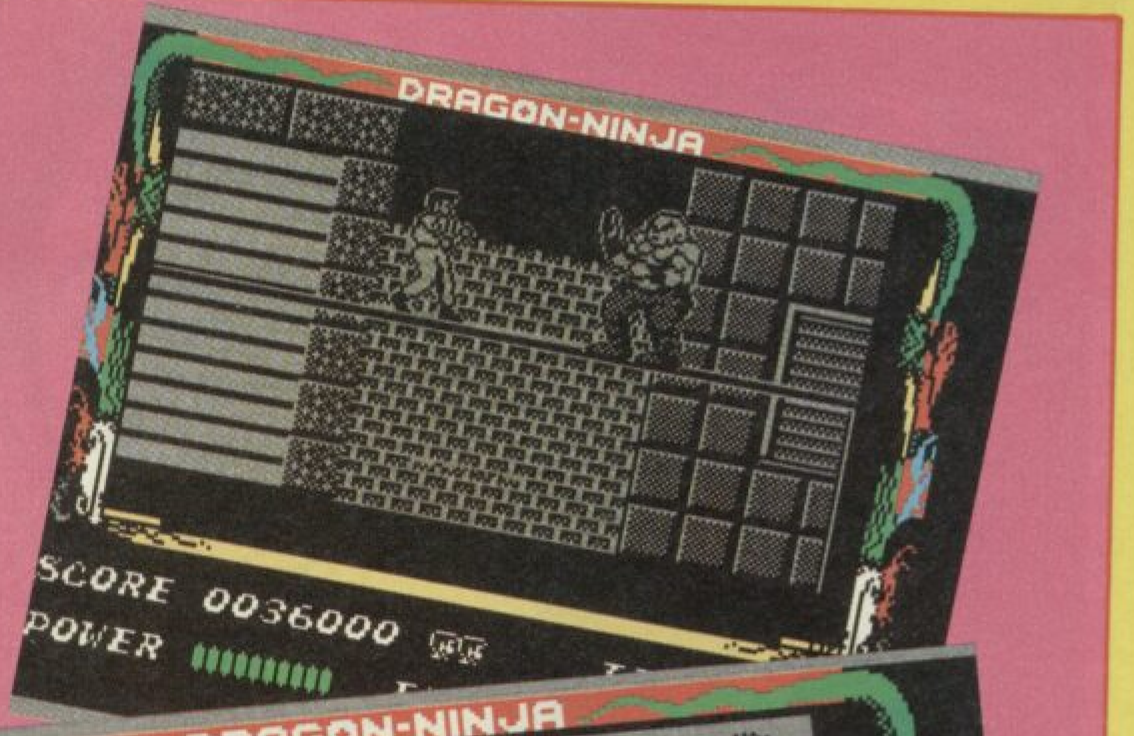
Name.......................................

Address....................................

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.... **'Zip' Code** ....

DRAGON NINJA





Imagine/£8.95/Disk £12.95

Chris George Bush has been kidnapped by a gang of belligerent ninjas!!! And you, unfortunately, are the one who's picked to go and rescue him. So arm yourself to the teeth with nunchakus and prepare to face up to the seven levels of ninjas ahead of you.

Set in the streets of some American city, *Dragon Ninja* has you battling through streets, sewers and forests balancing on top of swaying trucks and trains, all in order to reach the Pres. The screen is split into two levels, and you can change between the two quite easily. Very handy for ninja-dodging.

At the end of each level you will meet a mega baddy who takes a little longer to duff up, but if you keep hitting him and running away, you can escape virtually unharmed. The nasty ninjas include a *Karnov* lookalike with curry on his breath, a manic robot who keeps jumping up and down before you get the chance to hit him, and a ninja who has an irritating habit of suddenly multiplying into an army, and who proceeds to hit you so fast and furious you hardly get a chance to hit it back. There is also a somersaulting giant who keeps clapping with your head between his hands, and a stick weilding Lobin Hood. Last, but by no means least, there is an axeman intent on lopping your head off... and leaving you wandering around like a dead chicken.

On your travels around picturesque New York you will find the odd object dropped by your enemies when you kill them. These include a boxy thing for energy, a little clock for time and a funny looking fork which gives you a better reach and the ability to kill a few ninjas in one blow (a very useful object indeed).

As you go through the game it gets progressively harder, with the addition of the odd rabid dog from level four onwards.

A game with such potential unfortunately falls short of being addictive. The first three levels are ridiculously easy and I'm afraid the rest of the game doesn't get much harder. It looks great but a well qualified ninja gamester will probably finish this game the day before they buy it.

Dragon Ninja is an interesting game and the graphics (except the loading screen) are well thought out, but I would only recommend this game to anyone sick enough to want to rescue George Bush.

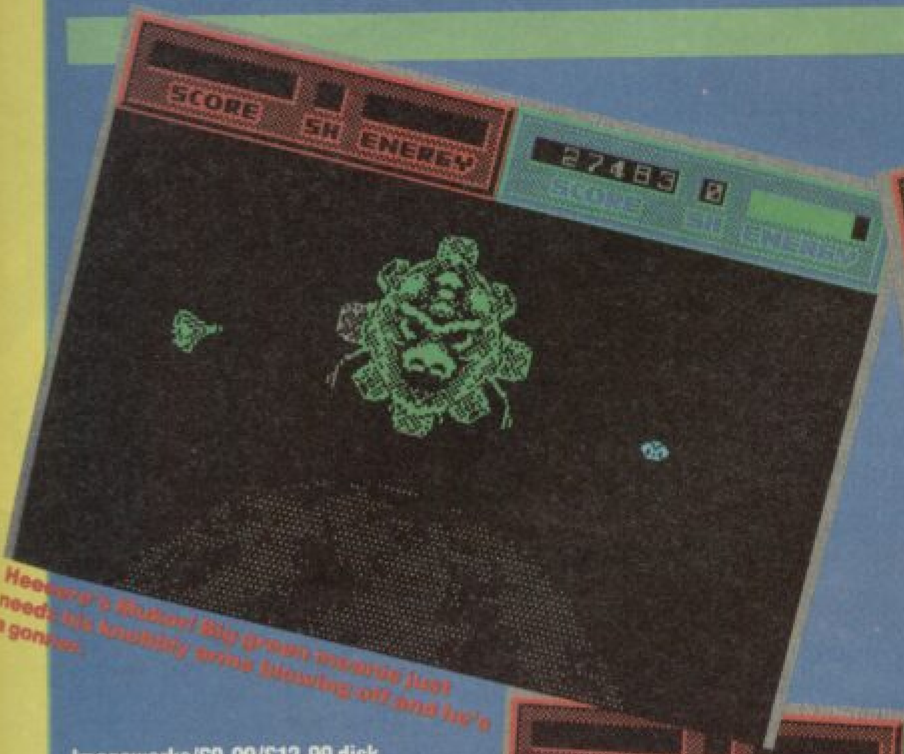
YS CLAPOMETER

Pretty kick-em-up that doesn't quite fulfil it's promise.

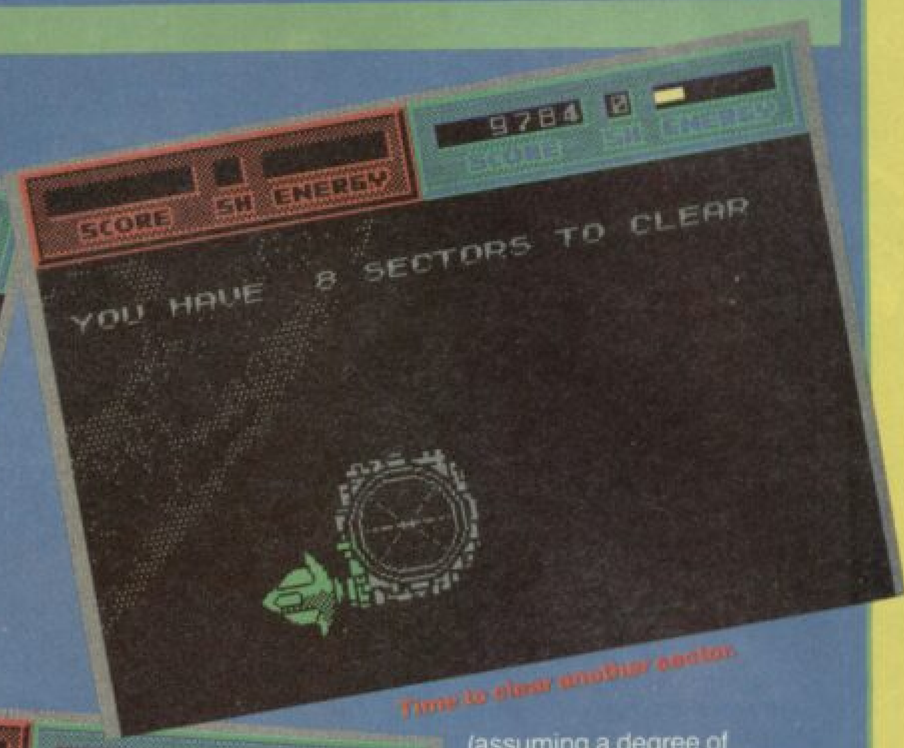
GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

7

BLASTEROIDS



Heeeere's Mukor! Big green meanie just needs his knobbly arms blowing off and he's a goner.



Time to clear another sector.



Going for the little yellow energy bubbles is a two edged sword: you need to collect them as soon as possible 'cos their power fades, but too much mad rushing over the screen could involve you in some nasty collisions.

Imageworks/£9.99/£12.99 disk

Matt There really isn't much that's new under the sun. Some of the most playable games tend to be those that've been around the longest: the *Breakout/ Arkanoid/Batty* imitators for instance, or, as here, the *Asteroids* clones. *Blasteroids* was a recent arcade reworking of that classic coin op, and while arcade standards have come far enough to make a revamp arguably worthwhile, the same - cannot really be said for the Speccy. In other words there is precious little real difference between this new Spectrum version of *Blasteroids* and the antique conversion of the original *Asteroids* by a company that has long since slipped down the software dumper — except that *Blasteroids* will be available in the shops when you walk down there tomorrow and *Asteroids* hasn't been seen in years. Ah well, such is progress.

I'll assume you haven't been caught in a space warp yourself the last few years and know roughly how the game works. Oh, you don't? Well, okay. Basically you control a little space ship stuck in the middle of an asteroid field and you have to blast your way out. Every rock you shatter breaks into smaller lumps, each of which you have to pick off or else they'll wallop your ship and sap your energy. The great thing about both games is the way the space ship behaves. Like a real one, each action has an equal and opposite reaction so that any ill judged use of the thrusters can quite easily send you spinning out of control, bouncing off asteroids and the like and losing energy like crazy. To recover you have to spin your craft around so that the tail faces the way you're going and use the engines to slow down again — tricky, since the screen is so crowded you'll soon hit a trillion aliens and rocks and things and be bouncing around like a pinball.

What *Blasteroids* basically does is add a number of gimmicks to this format. These include a choice of spacecraft which you can switch between at any time (a fast one, an armoured one and a heavily armed one), purple asteroids that reveal power ups when you shoot them and alien ships that donate various temporary weapons and powers, including shields, a cloaking device and double blasters.

Add to these power leeches that home in on you to sap your energy, seeker asteroids that fly towards you at high speed when shot, four levels of difficulty which each consist of numerous sectors to blast through, space warps, a galactic map and a giant alien named Mukor and you'll realise they've added all sorts of stuff to 'spice up' a game that was already immensely addictive and playable, if lacking in variety.

One thing you can say for it, and that's that it's very good for the ego! The easy level allows you to warp through numerous sectors without much danger (assuming a degree of competance), up to and past a first confrontation with Mukor. Other galaxys are much trickier.

In some ways I feel a bit unfair having a go at this really. *Blasteroids* is obviously a perfectly fine and competent version of a game that I've been familiar with for donkey's years. I've played it in arcades in Filey (it all comes out now, eh?) on an ancient PET, in 16 bit variations and it's always fun, even if it doesn't hold the interest in quite the way that *Arkanoid* clones do.

With this version my only real criticisms would be that the screen is too small, your ship is rather large, and you find yourself whizzing off one side and back on the other at a disconcerting rate. If ever space could be said to be claustrophobic, it's here.

What I'd tend to have to end up saying is that if you've not played one of these games before, you'll have a ball. If you have, you may find yourself rather 'so what?' about it all, as I did.

YS CLAPOMETER

Fine update of an addictive but rather one key arcade classic.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

7



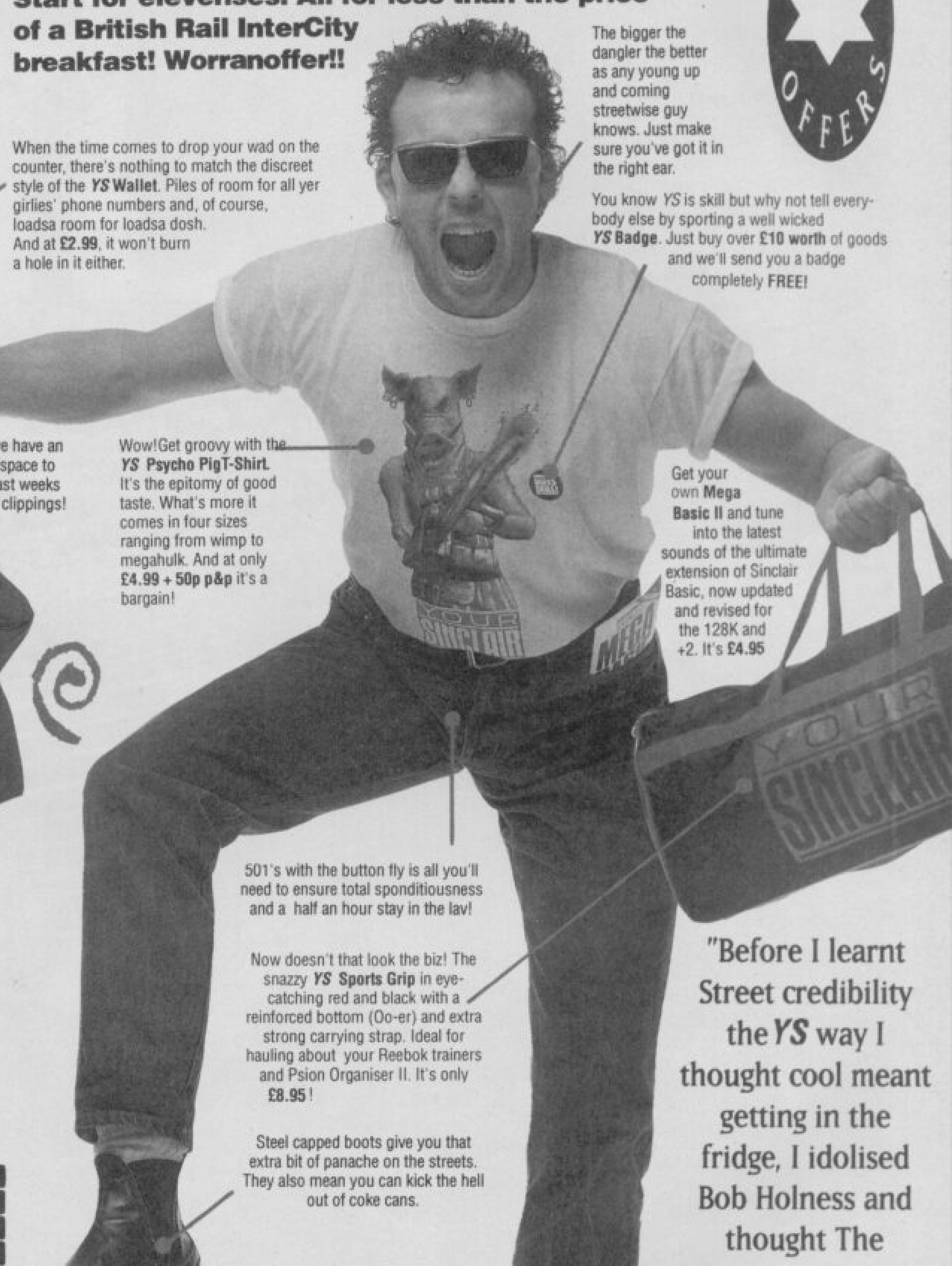
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"Before I learnt Street credibility the *YS* way I thought cool meant getting in the fridge, I idolised Bob Holness and thought The Housemartins lived in my chimney pot. Now I'm a different man - the sort of guy who wears Denim aftershave under his arms! Thanks *YS*!"

Brad Ford

DYNAMIC DUO

Firebird/£17.99 cass

Jonathan If you're looking for proof that excessive use of computers induces mental instability, take a look at the plot behind *Dymanic Duo*. I did, and swallowed hard. I held the instructions upside down. I held them under an ultra-violet lamp. I set fire to them. And I still haven't a clue what they're getting at. I'll do my best though, so take a couple of aspirin and read on.

You're a duck, and also a dwarf. You're exploring a large house, trying to find the Calculation Room, but first you have to find ten pieces of a key. These remove a number of fake Phantom Rooms from the map, allowing you to find the real one. Naturally, there are loads of baddies flying around, trying to stop you, but worst of all is the Grim Reaper, who chases you around and will kill you on contact. "You" being a dwarf. And also a duck!

See the problem?

The best thing to do in these situations is to load it up and see, so I did. Bad move. Confusion became despair as I grappled with thousands of awkwardly positioned controls and squinted awkwardly at the screen.

The screen is split into two halves, one for the dwarf, and one for the duck. The two characters can be controlled independently, either by yourself with a bit of finger-yoga or by two players (preferable). When the two characters join together however, something they can apparently do, the bottom half of the screen becomes a map of the house, showing the room layout and the position of the pursuing Grim Reaper.

Graphically (and everything else-ly for that matter), things are a little confused at first, but some cutely drawn sprites soon emerge, along with some rapid if jerky scrolling. It's all done in a tasteful shade of monochrome, like practically everything else these days, but this tends to go unnoticed in the general havoc surrounding the gameplay.

It's considerably easier with two players. According to the instructions you'll stand a better chance of success if the two characters split up, as they each have different characteristics, but they'll need to rejoin in order to travel between the different floors that make up the house. Both are armed to the teeth (whatever that means) and need to be, as the Grim Reaper's hordes are everywhere.

There are other peculiarities, such as orbs which can be rolled along the ground until they collide with a wall, whereupon they explode leaving you free to walk through into the next room. Rather alarming, though, was the tendency for the dwarf to walk through passing doors at will, with no prompting from me.

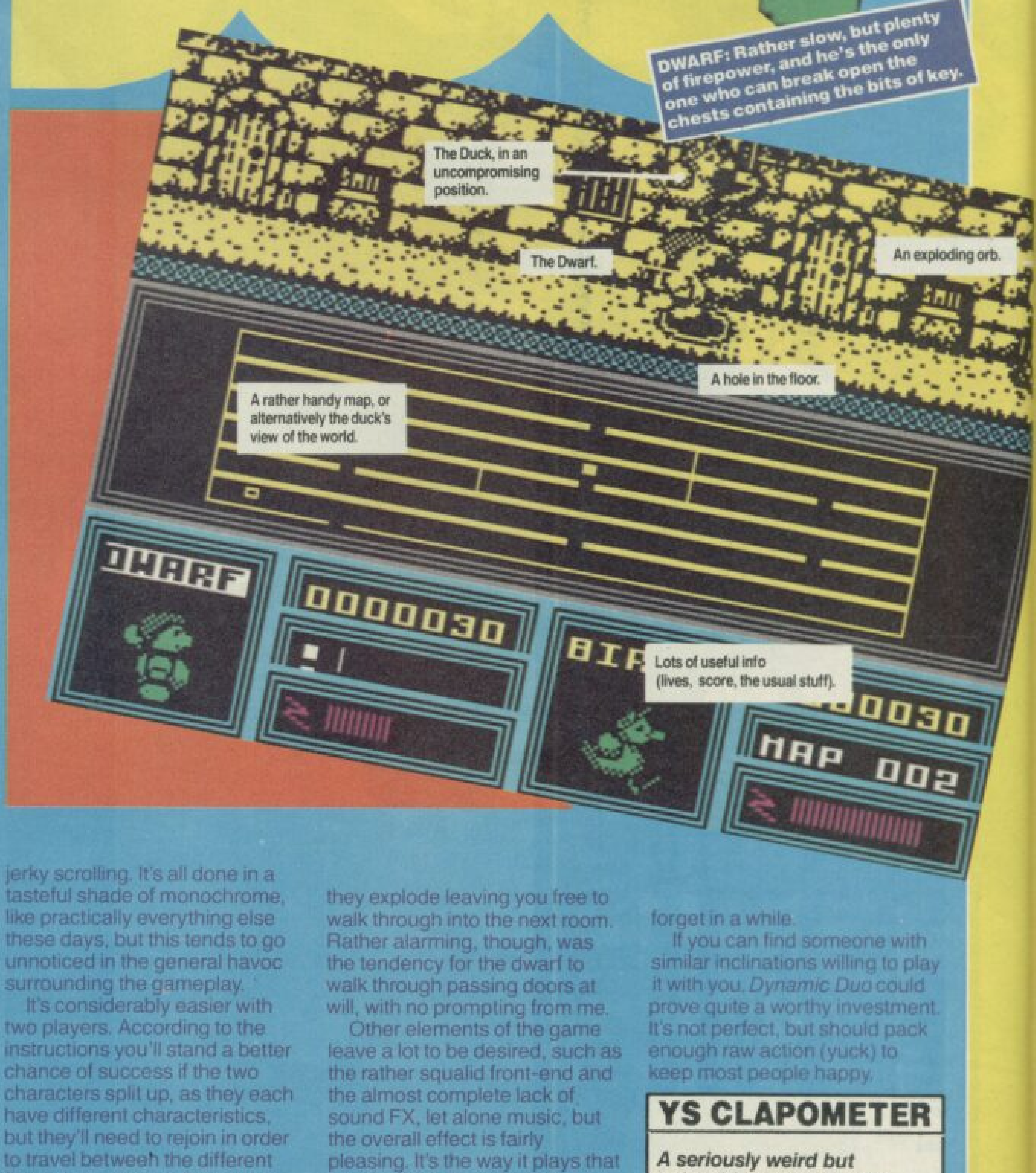
Other elements of the game leave a lot to be desired, such as the rather squalid front-end and the almost complete lack of sound FX, let alone music, but the overall effect is fairly pleasing. It's the way it plays that counts after all, and in this respect it's not bad at all. A little lacking in variety perhaps, but certainly not bad.

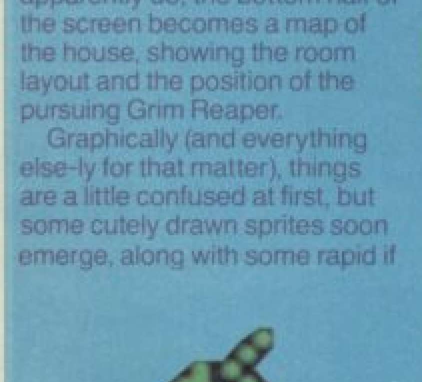
In fact, I don't think I've ever seen anything like it before. And with all due respect I'm not sure that I want to again, but playing it is certainly an experience I won't forget in a while.

If you can find someone with similar inclinations willing to play it with you, *Dynamic Duo* could prove quite a worthy investment. It's not perfect, but should pack enough raw action (yuck) to keep most people happy.



DWARF: Rather slow, but plenty of firepower, and he's the only one who can break open the chests containing the bits of key.





DUCK: Flies around at a quacking pace (eurgh!), so he's useful for sniffing out the route ahead, while Dwarf gets on with the serious stuff.

YS CLAPOMETER

A seriously weird but enjoyable clash with the powers of evil (or something).

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

7

THE IN CROWD

Ocean/£14.95 cass

Macca ***The In Crowd*** **is an impressive looking box with a clever name, one you might ostentatiously leave lying on the coffee table when your friends are around. And its contents are no less impressive. Six cassettes, containing eight famous hits and five megagames. But all seem to involve murder and genocide on a grand scale, so is there enough variety and architecture in there to attract your average gameplayer?**

PICK OF THE BUNCH

KARNOV

This game puts you in charge of Karnov, bulky Bolshevik hero, on a quest to recover the fabled treasure of Babylon from the evil dragon Ryu.

Unfortunately monster-infested countryside stands in our hero's way, inhabited by ghosts, demons, ostriches, golems, dinosaurs and everything remotely ugly and carnivorous. But, luckily, burly Karnov has a fascinating genetic defect: he can breathe fire. And, luckier still, there are bonus icons hanging about, giving our Russkie extra-speed, extra-firepower, ladders, wings, bombs, you name it, he's got it.

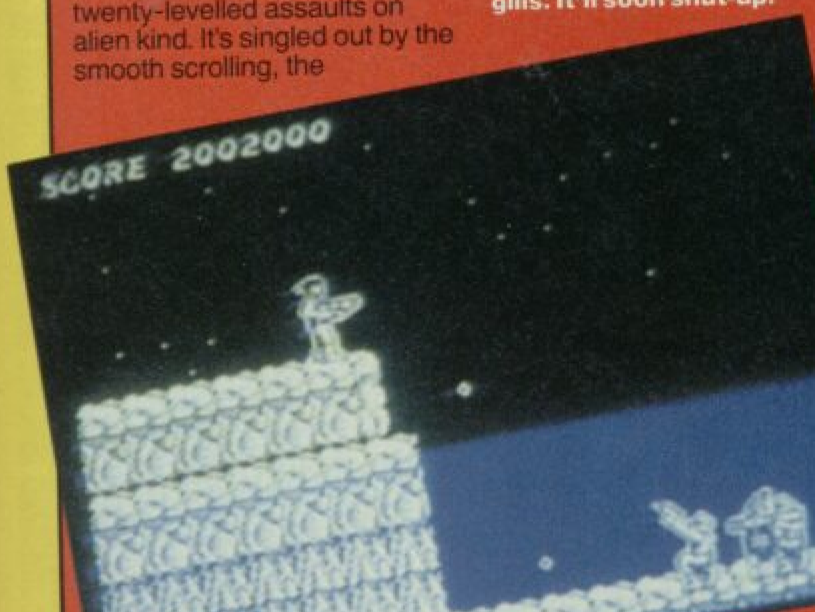
The graphics in *Karnov* are excellent — huge, bold and uniquely colourful. Each scrolling level palpitates with colour. And a wealth of scenery awaits a budding adventurer: jungles, caverns, pyramids, castles, and wastelands. A special strategy is needed for this game: Shoot, sweat, swear — and gallons of each.

GRYZOR

A great throbbing alien heart is pulsating in the depths of another world and you're deployed to trek across scrolling jungles and through intricate mazes to cause a little strategic coronary in the heart department. Of course, no alien planet would be an alien planet without aliens — and this planet more so. Thousands of the green things attack you from all sides as you rush to collect bigger and better weaponry.

This excellent shoot 'em up is not just another one of those twenty-levelled assaults on alien kind. It's singled out by the smooth scrolling, the unrelenting action and the sheer diversity of levels. Some sections scroll horizontally, some vertically and some in three dimensions. Seeing is believing. *Gryzor* is fast, fancy and fun to play.

This is the blubbery monster at the end of level one. It's actually a wimp in disguise. Just duck under its missile and give it what for in the gills. It'll soon shut-up.



COMBAT SCHOOL

This game shoves you unceremoniously into the jack boots of a new recruit, facing a series of tortuous tests of mind, body and joystick. The tests include the assault course, the shooting range, and the customary scrap with the large-jowled instructor.

Combat School is a great game with excellent fluid graphics and a wide range of events to suckle your attention, but it is very difficult and the fact you have to reload each event when you die doesn't help. The competitive element is there but it doesn't shine through.

PLATOON

This game is a multi-sectioned shoot 'em up lost in a jungle setting, with a vain attempt at capturing the atmosphere and motives of the movie. You direct your lone infantryman through a maze of forestry and underground tunnels. Survive by shooting and lobbing grenades and collecting specific objects to carry out your mission. The graphics are adequate but again this game is too difficult and discouraging to a novice gameplayer.

CRAZY CARS 2

This is probably the weakest of this prize bunch. It's a bland, view-from-behind racing game, where you and the computer-controlled opponents bullet along an endless meandering road. The graphics are weak and badly animated. The road just goes on for ever and ever and ever...

PREDATOR

Based on the gut-busting thriller of the same name, *Predator* places you in the middle of a moist jungle. Your mercenary pals have been skinned alive and hung up to dry, the trees are swarming with Sandinista rebels, and to cap it all a gigantic game-hunting alien's on the prowl. You sprint across the screen, shooting at the rebels who converge on you.

Occasionally, the alien gets a bead on you and you have to avoid its gun sight as well. The graphics are great and the scrolling smooth, but there's very little to the game and it's nigh on impossible to actually achieve anything.

TARGET RENEGADE

You're a hell-bent martial-arts man out to exact vegeance on modest gangster, Mr. Big, for abducting your girl friend right at the height of your romance. Through car-parks, sordid streets and dirty parks, our man must wade into swarms of punks, prostitutes, Hell's Angels and football supporters, dealing death, kicks and knees to the groins of his enemies.

Target Renegade is still a brilliant game today, chopping *Double Dragon* thoroughly in the windpipe. Impeccable animation, demanding gameplay and sheer satisfaction — they're all here. But the game really shines when you use the plural player option and join a friend in carving up the opposition.

BARBARIAN

You are a muscle bound warrior, condemned to engage forever in hand-to-sword combat in an arena. Using a combination of slicing sword techniques, you must hack and chop your way through a series of monsters and guardians.

With top-notch animation and very realistic figure graphics, and the challenge of progressively tougher opponents, *Barbarian* is a welcome adaption of the martial-arts game and a brilliant combat experience to boot.



Here I am after dispatching a couple of initial opponents. I've found that one or two rolls and then a swift over-head chop usually does the biz.

YS CLAPOMETER

An excellent selection of shoot and beat 'em ups, with a lot to appeal to the combat connoisseur. Let down only by a poor driving game. But at this price you can afford to ignore it.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

9

PROFESSIONAL SOCCER







CRL/£7.95

Marcus In a way it was kinda inevitable that someone sooner or later would feast their eyes on *Football Director* and decide that it was ripe for picking. After all, footie games are big bucks in Specland, and *FD*, considering its humble Basic background, has been phenomenally successful — as regular *Clinic* readers will be all too aware.

And who better to do it than CRL. Not a company with which one naturally associates high quality product, CRL does nevertheless pull the stops out from time to time. Last year it was *Sophistry*, a brilliantly clever and fearsomely addictive puzzler. And now, appealing to very much the same sort of gamer, here's *Professional Soccer*, a game that can easily be summed up as *Football Director* with knobs on.

The story is much the same as usual. You're in Division Three (fortunately Div Four has been conveniently forgotten) and it's the start of the season. You've got a bit of cash — 100,000 smackeroonies in fact, but as boot fans know, this is but small change in the wild and wacky world of football — and you've got 18 players of varying abilities to work with. The players you get depend on the club you choose, and all 20 clubs in the division are rated between one (useful) and five (rubbish). This naturally means that you'll win rather more games with a one-rated team than a five-rated team, but you have a performance target to live up to as well — and that's higher for the better teams. Fail and you're fired — succeed and you get another season's contract.

Each player is rated not only for his main skill (attack, midfield or defence), but also for the other two — so if you need someone to cover for an injured player, for instance, you know who to move where. Most of the other *FD* features are here — the long drawn-out results service (this one in fact seems even longer), the slow ticking through the game, the transfers and all the extraneous detail that games like this depend on so completely. One thing that's been dropped is the money problem — all you have to worry about is buying and selling players, and then making sure you play the right ones in the right positions. Extras include a choice of tactical formations (many players are also specialists in the centre of the field or playing wide), and information not only on your players but all the others in the division as well (as in *FD*, most of these have the same names — in this case, Speedie and Dexter).

As with the very best 'dry' footie sims (as opposed to the arcadier *Match Day* games and the like), there's no action to speak of, and you're not required to exercise your joystick finger at any stage. If you want to, though, there's an 'ACTION' toggle which lets you see some of the more exciting moments in the game. This is all right for a while, but it slows the game down even further, and besides, the movement of the players (all apparently of Asian extraction, and to a man, wearing turbans) is so completely unlike that of normal footballers that it's of no real help to you at all.

The graphics and 'looks' of the game are of course way beyond the black-and-white minimalism of *FD*. There's a fair amount of mucking about with icons, which takes a little getting used to, but there are so many more options here that it's probably not avoidable.

Ah, but is it better? Will this supplant *FD* in our hearts? On balance, I don't think so. While it's ironed out many of the earlier game's undoubted faults — drab presentation, insufficient info on players, game-crashing bugs — it has also taken away some of those little touches that made *FD* so special. And although in many ways it's more difficult, it's also somehow less challenging. I miss the money problems, the charts of how many games people had played and things like that. And it does become irritating to have to press about two billion buttons to find out how long someone is going to be injured, instead of just calling upon one of the menus.

But these are quibbles. *Professional Soccer* is a worthy attempt to update *Football Director*, and as such, is streets ahead in gameplay of its all too numerous competitors. Although anyone who likes a little action in their gaming will probably enjoy this as much as being trussed up and fed to the crocodiles, many *FD* fans will lap it up.

YS CLAPOMETER

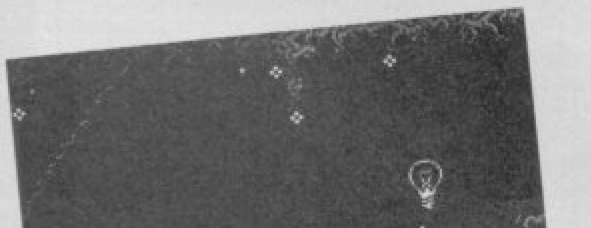
Football Director gone legit — a game that'll appeal to the growing ranks of 'dry' footie sim fans.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

8

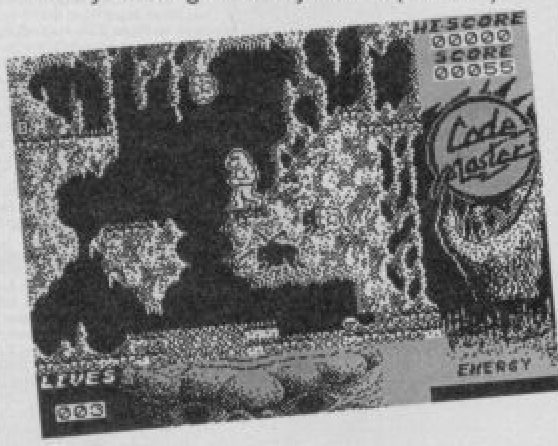
BARGAIN BASEMENT

Another trip to Lowprice Lane with the king of the skinflints, *Marcus Berkmann!*



CAMELOT WARRIORS

Mastertronic/£1.99
Shows how the memory can delude and confuse even as razor-sharp and well trained a mind as mine (hem hem). This little game, which first appeared through the now defunct Ariolasoft label just over two years ago, was in fact, history fans, one of Dinamic's very first games. Hasta mañana, my old paella! Wossmore, I remember it as rather good fun, a platformy romp through the middle ages with bumper graphics and spanky monsters. But once again, the brain has played its devilish tricks. In reality *Camelot Warriors* is a snorefeast of the first order, slow, nothing much to look at, unreasonably hard and full of irritating little game features that went out with *Manic Miner.* What's happened is that since its first release we've seen positively squillions of games that are much faster, much slicker and all in all much more fun. So when you throw out this load of old bathwater, make sure you bung the baby with it. (*Eh? Ed*)



BIGFOOT

Code Masters/£1.99
What, another Code Masters game? What are they up to in Leamington Spa? This one, not surprisingly, is described on the back as 'BRILLIANT FUN' but in reality it's more of a near miss. Bigfoot (who's this huge hairy thing, a bit like Mike Gerrard) is trying to rescue his girlfriend, which involves running around the millions of screens picking things up . . . yes, it's an arcade adventure! (Like the 210 bus, they obviously come in six-packs.) The tottie has been locked up in a cage by a sadistic madman, and Bigfoot has to blow the lock on the cage by connecting high voltage wire to it. But there are two breaks in the cable . . .

Sounds like fun, and indeed the design of the game is sound enough. But the execution, I fear, has gone away somewhere along the line, and the result is substantially less gripping than it might have been. The graphics are detailed but a little tatty, and the whole thing looks very pre-*Monty Mole.* As for arcade action, this is mostly a case of damage limitation, as the various hazards are very hard to avoid and you have only a very limited amount of energy. In truth I'm quibbling — Bigfoot's not bad, but it's not a patch on *Treasure Island Dizzy,* for instance, or indeed *Antiriad.* All in all, not quite.

JOCKY WILSON'S DARTS CHALLENGE

Zeppelin/£1.99
Any sport in which the participants are generally fat, ugly and full of beer is my sort of sport, and personally I do like a game of 'arrers.' Spec-chums seem to as well, 'cos about eight billion darts sims have come out over the years, the latest of which appears with a photo of Jocky Wilson on the front. And as we all know, there's no one fatter, uglier or fuller of beer than Jocky.

Appropriately this one's on the Zeppelin label, since that is the form of air transport that Jocky most resembles, and it's really rather fun. Like the real thing there's actually some skill required here, as you try and bung in treble twenty after treble twenty, and



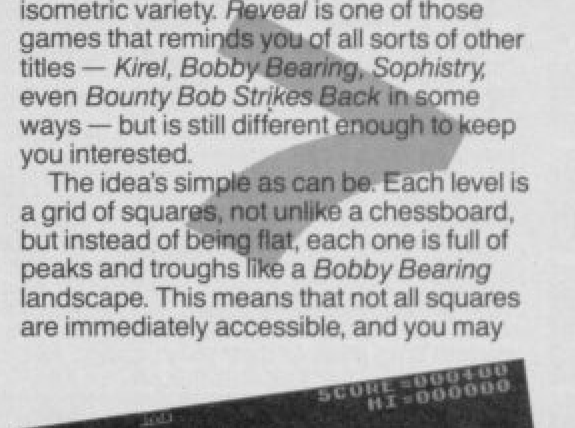
inevitably score three.

You can play tournament (up to four players and great fun), head-to-head (useful to have someone else to play this with) or round the clock, which is a race against time. It's not too easy to see where young Jocky fits into it all, but so what? It's good fun anyway, with excellent graphics and well thought out gameplay. Only the shockingly bad and incomprehensible instructions let it down.

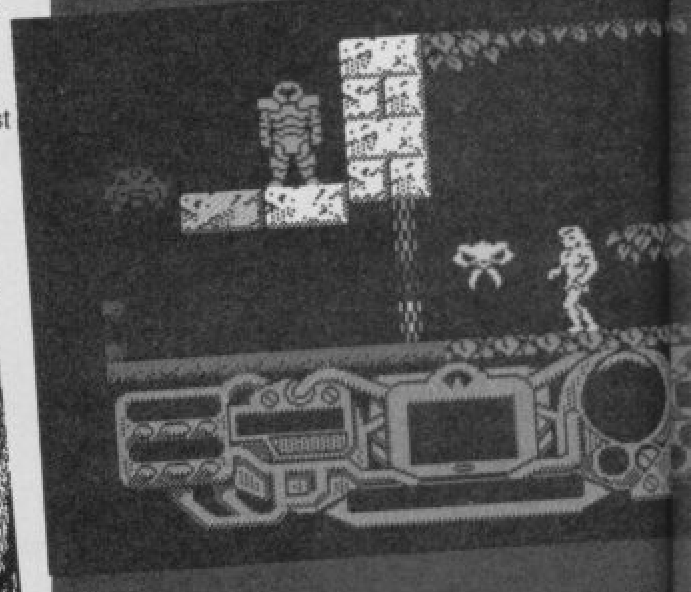
REVEAL

Mastertronic/£1.99
More puzzles here, this time of the 3D isometric variety. *Reveal* is one of those games that reminds you of all sorts of other titles — *Kirel, Bobby Bearing, Sophistry,* even *Bounty Bob Strikes Back* in some ways — but is still different enough to keep you interested.

The idea's simple as can be. Each level is a grid of squares, not unlike a chessboard, but instead of being flat, each one is full of peaks and troughs like a *Bobby Bearing* landscape. This means that not all squares are immediately accessible, and you may



THE SACRED ARMOUR OF ANTIRIAD



Mastertronic/£1.99
Phew! Fortunately I missed. Now this one is a bit more like it, a slick little number from Palace which first saw the light of day back in Jan '87 — the same ish, in fact, in which *Camelot Warriors* was first reviewed. *Antiriad*, though, has dated rather better than *CW*, as can be seen by the still considerable number of letters I get on the game in the Clinic. It's a beautifully programmed game which superficially resembles *Camelot Warriors* — platforms and hunky sprites — but is far more challenging and entertaining.
At heart, it is of course just another dodge-and-collect arcade adventure, but it's beautifully animated — our hero Tal runs, jumps and hurls rock more smoothly than *Phil Snout*— and, gor lumme, it's actually got a plot. The armour is the key — get into that and you'll find it much easier to find your way about. You'll also need to find all those natty little optional extras that all the best dressed warriors demand — gravity displacer boots, to give you that Cookeen lift, and pulsar beams, particle negators and implosion mines, which are even more fun than they sound. Good fun, and the sort of game that keeps you going right until the end.

have to go all over the place to get to some of the trickier ones.
Before you start, you get a swift glimpse of all the squares lit up. Then all goes dark, and your job is to reveal all the squares by landing on them, and then doing a serious runner before your time runs out. Naturally there are nasties fizzing around after you, and their level of nastiness depends on the level you're on — some, for instance, black out squares you have been on, making it very hard to finish the level. In short this is perfect budget material — nothing that's likely to stretch you too far, but good cheapie fun.

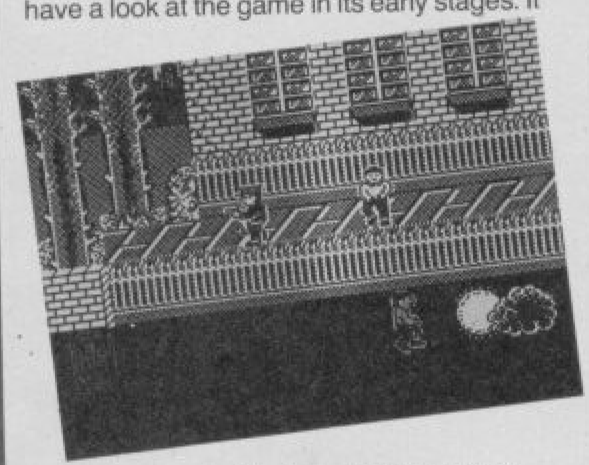


RALLY SIMULATOR

Zeppelin/£2.99
The Zep label's second game this month (does Jimmy Page get royalties?), and a considerable improvement on its little chum above, although I'm not convinced that that justifies hiking the price up by a quid. Still, there always seems to be room for another *Simulator* game, in the Code Masters tradition, and this one cheerfully chooses to rip off *Grand Prix Simulator*. Unlike that hugely successful game, though, *Rally Sim* presents more than just a series of boring little circuits — here, Level One alone is vast and labyrinthine, and you do well to get round it even once. A joystick is essential — I generally prefer the keyboard but here it's impossible to control. The graphics are excellent, and while the gameplay's absolutely straightforward, it's curiously addictive. No complaints either about speed, and the scrolling is unobstrusive. Boffo stuff, and congrats to programmer Hugh Mo (and his sister Fly).

WEREWOLVES OF LONDON

Mastertronic/£1.99
Did this ever come out on full price? Tell me if I'm wrong (would you do otherwise?) but I think not. *Werewolves*, as you may remember, gave us one of our best ever covers about 18 months ago, when I went over to Ariolasoft (then launching yet another of their new labels, Vix Design) to have a look at the game in its early stages. It



looked savagely fab then, but something seems to have gone wrong inbetween times (as well as Ariolasoft going down the tubes).
Essentially it doesn't work at all — what was envisaged as an atmospheric arcade adventure unofficially based on *An American Werewolf In London* is just an aimless chase-about with drab graphics and terminally tedious gameplay. As always you pick things up, travel from place to place, use them and so forth, but there's no real logic to it all, or, after a while, any real point in going on. A curious failure in many ways, as the ideas behind it were so good. So much for our ability to spot a winner, eh, guys? (*Shut up. Ed*)

BMX FREESTYLE

Code Masters/£1.99
In a way you can't really blame those Code Masters boys. *BMX Simulator* was their vastest seller, so it's not surprising that they keep trying to do it again with umpteen variations on that oh-so-successful theme. Bit boring for the rest of us, though, as yet another opportunity to perform wheelies, jump ramps, do the half pipe and so on appears on the shelves. Do we want to know any more? I certainly don't.
This game wants to be a sort of BMX equivalent of those *Winter/Summer/World/California Games* compilations, but it's infinitely more boring than any of those (yes, even *California Games*). It's all very slick, of course, but well past its Sell By date, and so rather stale and mouldy. Oh, hang on, I got that completely wrong — on the packaging David Darling says "They're all great — amazingly playable." Well, of course, how foolish of me not to notice. I think I better shoot myself in remorse. BANG!





TREASURE ISLAND DIZZY

Code Masters/£1.99
Regular readers of this page will be only too aware of my usual reactions to Code Masters games, which generally have more to do with those pesky Darling bros than the games themselves. From now on, though, I pledge to review the actual product, rather than those two stupid grinning faces (*Get on with it. Ed*). And why not, 'cos *Treasure Island Diz*, the follow-up to the hugely successful *Diz 1*, is not bad at all.
Written by the Oliver twins (seen *Dead Ringers* yet boys?), it's more than a mite like their Sport Aid game, *The Race Against Bankruptcy*. Diz wanders about on the island, picking things up and using them to get further in the game. The poor little chap's quite marooned y'see, but he can escape if (a) he can find a way off, or (b) he can unearth 30 pieces of gold — clearly not exactly un morceau de gâteau, as in an hour's playing I only managed eight.
The graphics are neat and clear, and the gameplay is ruthlessly logical. Of course it's hardly the most innovative game in the world, but even I have to get some sort of R&R from *Total Eclipse*, I have enjoyed it thoroughly — to the extent that I'm actually going to have another game now. So please do not adjust your set — service will be resumed as soon as possible . . .



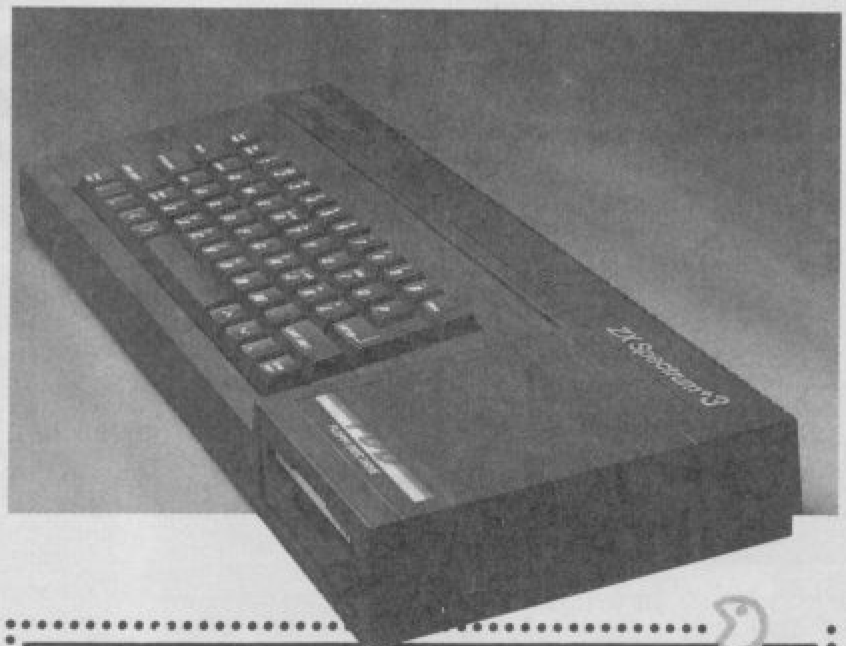
ZONE TROOPER

Game Busters/£1.99
One thing that never ceases to amaze me is that games like this continue to be put on sale to an unsuspecting public. Again we're in the land of arcade adventures, but this is so facile and dreary that it's genuinely hard work to play it for more than about five minutes. (I stuck it, though. Can I have a pay rise please?) (*No. Ed*)
Basically it's a matter of flying through some pretty landscapes, picking up some virtually invisible icons, shooting nasties and all the usual things you do in games like this — except for the fact that it's unutterably boring and apparently pointless. Once again we have to go back to about 1984 for the origins of this game, 'cos it looks as though it was written then and conveniently forgotten for five years. Collision detection is all over the place, the attribute clash is a disgrace, and the gameplay is a matter of avoiding unavoidable nasties which don't do much harm to you anyway, so that however well you play you always get through about ten screens and then die. A total write-off.

YS COMPO

CHEZ PAC

Win Win Win
A Spanky New Spectrum +3
Plus
Two Yellow 'Bouncy Ball' Alarm Clocks
Plus
Five Pairs Of Trendy Red Wellies



Little yellow munching balls do actually exist! Honestly! But the question is when all the machines have been turned off at the mains, where do the tiny spherical brightly coloured pac people actually go? — Home to Pacland according to Grandslam — that's where!

Grandslam had one of the famous yellow balls tailed by a private dick (Oo-er) and discovered the whereabouts of this surreal place.

He even managed to secure all the visual information Grandslam needed to produce *Pacland* — the computer game — and now it's your chance to try your hand at reconnaissance work, in this spiffing *Pacland* compo.

WHAT YOU CAN ACTUALLY WIN

Up for grabs for the lucky winner is a brand spanking new Sinclair Spectrum +3. No more having to go on a three week orienteering holiday while you wait for your tape-based games to load in! No Siree — not with disks. Click, tap, buzz, bosh, and the games are running. Hoorah!

Two second prize winners won't go away empty handed either. Cos each will receive a boingy, bouncy alarm clock. Disguised as 'pacs' (or yellow tennis balls), these alarms can be hurled at a wall (or a brother) and are miraculously silenced by the impact!

And that's not all...

Five third prize winners will each receive a pair of high-fashion red wellies. In these one can not only trudge around in the search for the real Pacland, but one can also be rather 'trendy' at the same time!

We expect you'll want to know how you can win anything in the first place...

HOW YOU CAN WIN ANYTHING IN THE FIRST PLACE

Yes, it's 'spot the ball' time — had to be really, didn't it. One of the inhabitants of Packland has accidentally got locked in the P.E. Masters equipment locker, along with the footballs, medicine balls, pink frilly knickers (*Eh? Ed*) hockey sticks... And all you have to do is cast your peepoids over the piccie on the coupon and see if you can pick the 'pac' out from the rest. Not too hard, really, is it (Oo-er)? Arm yourself with a marking pen and place a bold cross over the cheeky chappie, fill in the coupon, cut it out, glue it onto a ball of Edam with the red 'wax' removed (or a postcard) and send the whole thing to Blimey, There's A Gigantic 'Pac' — Oh, It's Okay, It's Only Demis Roussos Wearing A Yellow Track-Suit Compo, *YS* Compos, PO Box 1509, Enfield, Middeslesex EN1 1LQ. Oh, and note that the deadline's April 30th!



I spotted the rogue 'pac', and here's where he is...

Name ....

Address ....

.... **Zip Code** ....

Wellie Size ....

RULES

- There's no way 'round' it, employees of Grandslam and Dennis aren't allowed to enter!
- Entries received after 30th April are obviously going to be from people who aren't 'on the ball'
- Don't argue with T'zers decision — unless you want your... (Snip. Ed)

YS MEGA

SLIMEY O'RIL

RE GHOSTB

The TV cartoon series *Real GhostBusters?* Transformed into a computer game by Activision! *Duncan MacDonald* tiptoes (with a certain amount of trepidation) in its general direction to see what all the screaming is about…



PETER VENKMAN



EGON SPENGLER



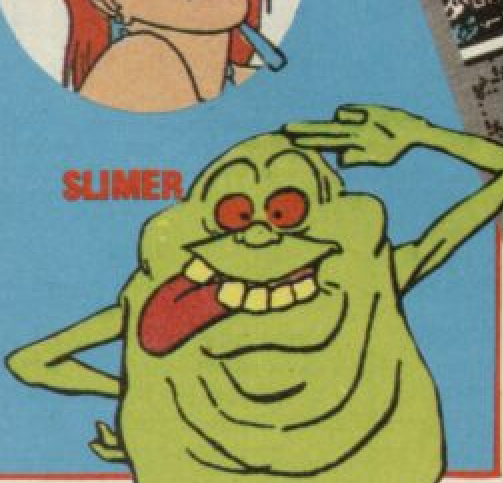
RAY STANTZ



WINSTON ZEDDMORE



JANINE MELNITZ



SLIMER



Yikes, there's a load of spooky goings on 'going on' inside the *YS* Speccy. I'll just take out a couple of its screws, lift the lid a smidgin and have a peek inside. Wibble, wibble, wibble — Creeeaaaaakk — Yaaaaaarrrgh!! Slam!!

Gibber gibber, nope, there's no way I'm going to do this — I'm far too scared. Someone else will have to do it, I'm not going back. Well, okay I might do — but only behind the safety of a banana, er, I mean sofa (blimey, this is obviously disturbing me more than I thought). Let's open the old Speccy up again and see if things are still as scarey — creeeeaaaaak! BOO!

Yaaaaaarrrrrgghhh!

There are ghosts in the neighbourhood, and there's only one team of people who can deal with them — the Real Ghostbusters! (The Pretend Ghostbusters don't carry much weight, I'm afraid). So it's straight into action in this spooky little number (which is a viewed from above four way scroller), as the Ghostbusters Mobile screeches to a halt outside a large multi-story building.

Out of the vehicle hop two members of the group, who climb the front steps and disappear into the darkness of the hallway. And this is where you (and a chum, if you're in two player mode) take over.

Armed to the teeth with anti-spook weaponry, you've got to clear the building of ghouls — one floor (or level) at a time: Ghostbusters go, you see, where exorcists fear to tread. You have two weapons to choose from — a gun and a laser. Both weapons are activated by the fire button. Quick pumps'll give you loadsa bullets, while holding it down will give you a far



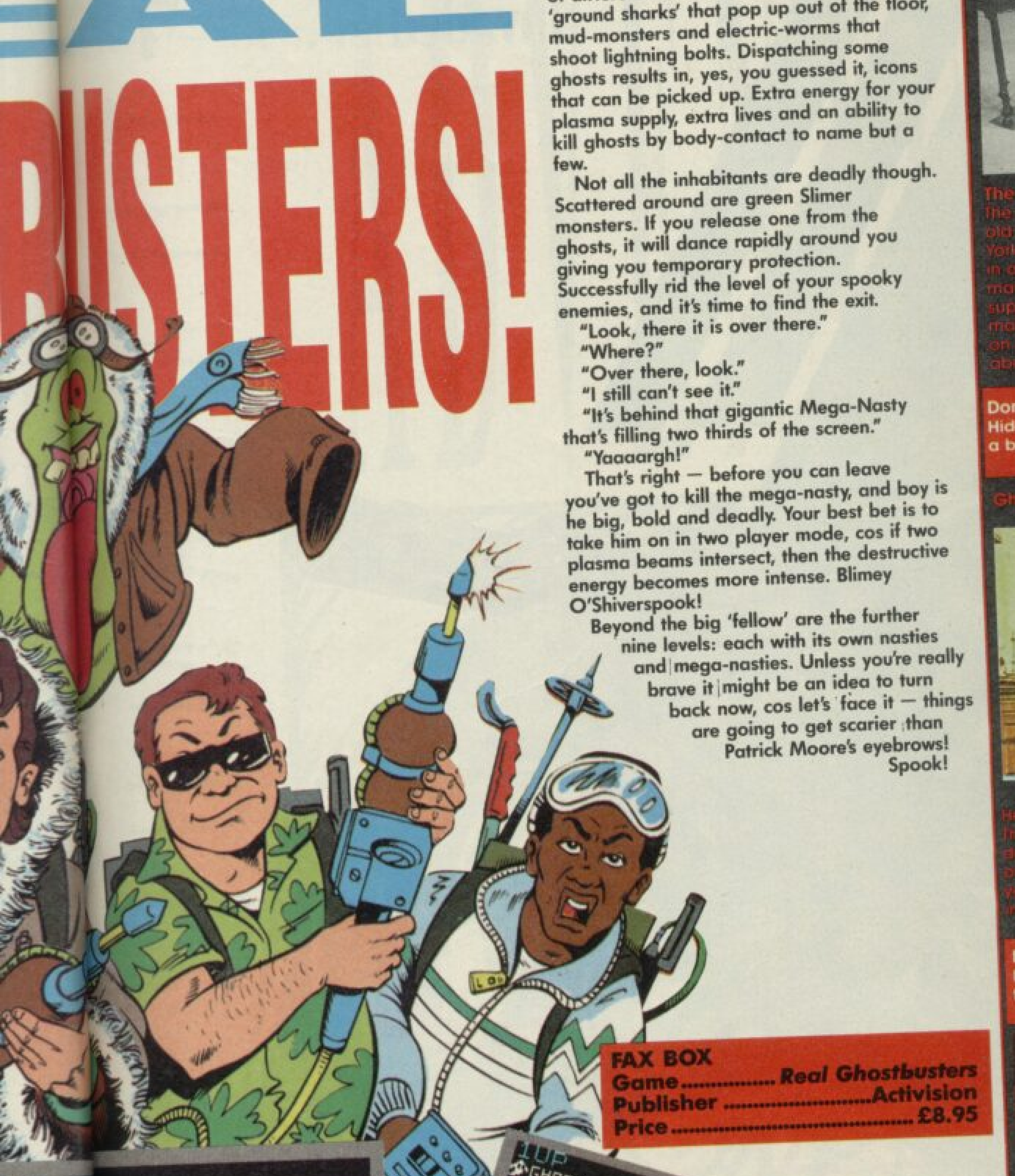


Yowch! Looks like you're in trouble, matey!



Squint, put a paper bag over you you might just see the resembla very own fruitcake, Duncan. Wh when the photon beam gets 'em

LLY! IT'S THE . . . AL USTERS!



more powerful plasma beam, but beware, you only have a limited plasma energy level!

Roaming around the interior of the building you will be attacked by squillions of different scaries: walking skulls, zombies, 'ground sharks' that pop up out of the floor, mud-monsters and electric-worms that shoot lightning bolts. Dispatching some ghosts results in, yes, you guessed it, icons that can be picked up. Extra energy for your plasma supply, extra lives and an ability to kill ghosts by body-contact to name but a few.

Not all the inhabitants are deadly though. Scattered around are green Slimer monsters. If you release one from the ghosts, it will dance rapidly around you giving you temporary protection. Successfully rid the level of your spooky enemies, and it's time to find the exit.

"Look, there it is over there."

"Where?"

"Over there, look."

"I still can't see it."

"It's behind that gigantic Mega-Nasty that's filling two thirds of the screen."

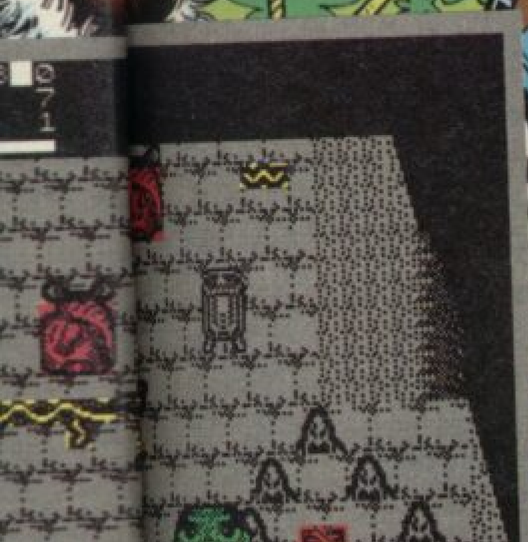
"Yaaaargh!"

That's right — before you can leave you've got to kill the mega-nasty, and boy is he big, bold and deadly. Your best bet is to take him on in two player mode, cos if two plasma beams intersect, then the destructive energy becomes more intense. Blimey O'Shiverspook!

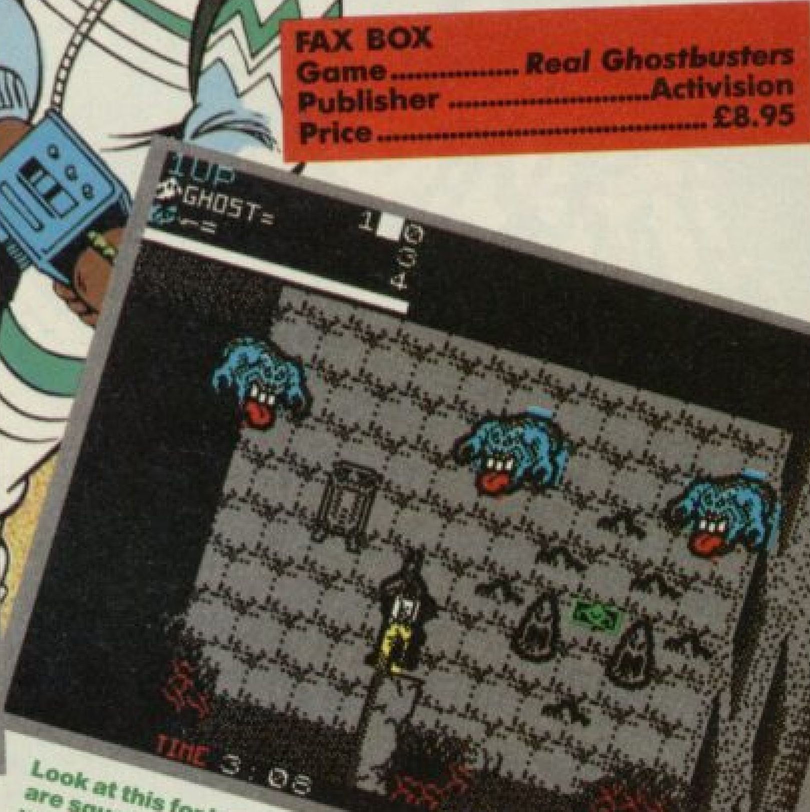
Beyond the big 'fellow' are the further nine levels: each with its own nasties and mega-nasties. Unless you're really brave it might be an idea to turn back now, cos let's face it — things are going to get scarier than Patrick Moore's eyebrows! Spook!

FAX BOX

Game	***Real Ghostbusters***
Publisher	**Activision**
Price	**£8.95**



...bag over your ...ad and turn the lights off and ...he resemblan... these pink ghoulies hold to your ...Duncan. Wha...ver, they'll soon come a cropper ...am gets 'em.



Look at this for long enough and it'll dawn on you: all the monsters are square! You're the yellow fellow, the little greenie's your pet ghost Slimer, and the rest are blue meanies.

Spook! It's the exclusive *YS* guide to real ghostbusting by *Doris Collins*, clairvoyant-to-the-stars!



The Grey Lady

The ghost of the Grey Lady haunts creepy old East Riddlesden Hall in Keighley, West Yorkshire! She was discovered by her hubby in a steamy rumpo session with another man and was sent to her room without supper, or any other food at all for that matter, until the day she pegged it! Anyway, on dark nights she has been seen creeping about looking for snacks!

Doris' Ghost Busting Tip:
Hide behind a large tuck box of goodies with a baseball bat.

Ghost At The Altar



Here's my old chum, the Ghost at the Altar! This snap was taken in 1958. A good likeness don't cha think? It's thought to be the ghostly of a crusader whose perfectly preserved 600 year old heart was found on top of a pillar in the church. Yuk!

Doris' Ghost Busting Tip:
Dress up as a vicar and pour Evo Stick on the mat before the altar .



The Castle Rathbone Poltergeist

This spooky presence has been seen moving a box of clockwork wind up teeth mysteriously across a window sill towards [illegible] when working late. Inhabitants of Castle Rathbone have often felt cold icy tendrils creeping along their spines. Oo-er!

Doris' Ghost Busting Tip:
Subscribe to *YS* and then there will be fewer items lying around Castle Rathbone to be moved about by the poltergeist!


When The Empire
Invaded . . .
THALAMUS
SANXION.
the SPECTRUM remix
Pit your wits against the perils from the sky, fight against an alien empire intent on mankind's destruction.
Get ready to expierence 12 levels of the fastest, meanest shoot 'em up scrolling onto your screens with graphics to astound and sound to amaze! Operation Sanxion is active!
By SoftStorm Developments
Thalamus, 1 Saturn House, Calleva Park, Aldermaston, Berkshire RG7 4QW ☎(07356) 77261
SPECTRUM
Cassette: £8.99
Diskette: £12.99

ADVENTURE



BUSTERS

When that adventure's bugging you,
And you don't know what to do,
When you can't get through that door,
And you want to play some more,
When you can't get up that hillock,
And you're feeling like a pillock,
When you're struggling in the dungeon,
And you can't quite reach that . . .
something that rhymes with dungeon,
Then who you gonna call?



ADVENTURE BUSTERS

Yes folks, here to cut out and keep, or throw at the budgie, is a guaranteed non-Filofax-compatible A-Z list of your favourite Spectrum adventures (and sort-of-adventures), with a note of just who to send that sae to if you want help with a particular problem. These are the kindest and cleverest of our *YS* Kind Souls, who must have solved pretty well every game in the world between them, so keep these pages for that rainy day when you're really stuck, have got no-one to ring, or discovered your sister's just buried her dead gerbil in your back issues of *YS* (and you don't fancy digging it up again). Just check out the number next to the title that's troubling you, and contact the right Adventure Buster who's volunteered to help. Don't forget to enclose that stamped addressed envelope, and limit yourself to asking questions and not demanding full solutions.

THE ADVENTURE BUSTERS



1. **Allan Phillips**, 55 Torbay Court, Clarence Way, London, NW1 8RL.



2. **Louise Read**, 14 Long Meadow, Bedgrove, Aylesbury, Bucks, HP21 7EH.



3. **Andy MacGregor**, 12 Douro Close, Baughurst, Basingstoke, Hants.



4. **Jon Rose**, 14 Lion Road, Nyetimber, Bognor Regis, West Sussex, PO21 3JZ.



5. **Doreen Bardon**, Lendal Cottage, High Street, Slingsby, York, YO6 7AE.



6. **Hugh T. Walker**, 7 Burnet Avenue, Burpham *(Pardon?! — Ed)*, Guildford, GU1 1YD.



7. **Wyn Gravelle**, 27 Brynteg, Pentremeurig Road, Carmarthen, Dyfed, Wales, SA31 3ER.



8. **Mark Walker**, 34 Manver Court, Manvers St. Sneinton, Nottingham, NG2 4PF.



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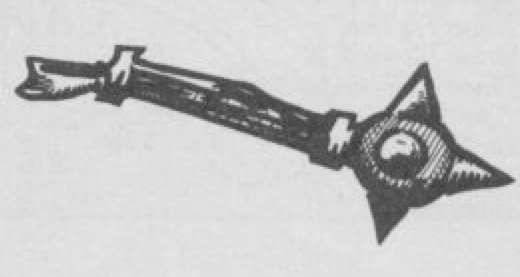
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Treasure	3
Traveller	5
Trail	3
Tower Of Despair	3
Token Of Ghall	6
Tir Na Nog	4
Time Quest	3
Time Stood Still	4
Time Of The End	3
Time Machine	1
Thundercats	4
Theatre of Death	3
Terrors Of Trantoss	8
Terrormolinos	7
Terramex	4
Ten Little Indians	2
Temple Terror	1
Temple Of Vran	3
Temple Of Terror	3
Technician Ted — The Megamix	4
A Tangled Tale	2

U

Urquahart Castle	3
Urban Upstart	1
Universal Hero	4
Underwurlde	4

V

Voodoo Castle	5
Volcanic Dungeon	6
Village Underworld	3
Very Big Cave Adventure	7
Vera Cruz Affair	1
Velnor's Lair	3
Valkyrie 17	1
Valhalla	3

W

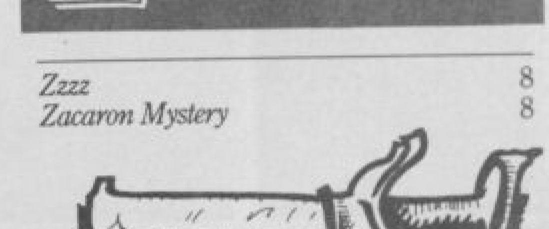
Wychwood	6
Worm In Paradise	1
Woods Of Winter	7
Wizard's Scroll	6
Wizard Of Akyrz	7
Wiz Biz	2
Witch's Cauldron	6
Witch Hunt	3
Winter Wonderland	2
White Door	8
Waxworks	7
Warlord	7
Warlock	6
The Wally Games	7

Y

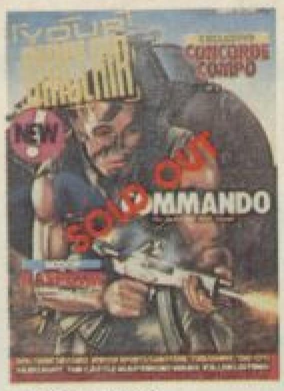
Yellow Door	8

Z

Zzzz	8
Zacaron Mystery	8



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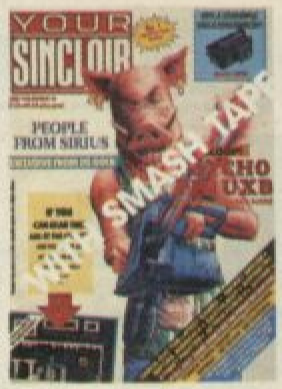
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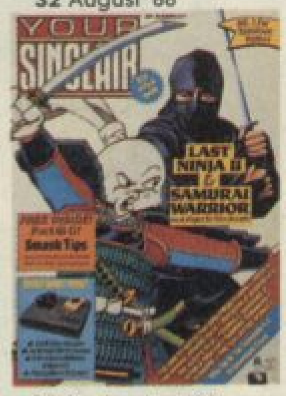


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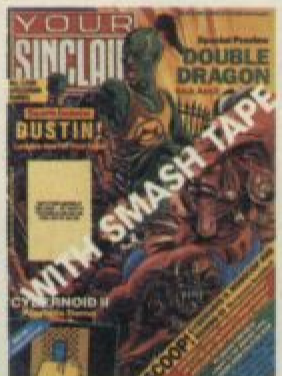
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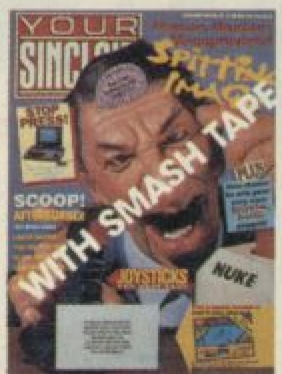
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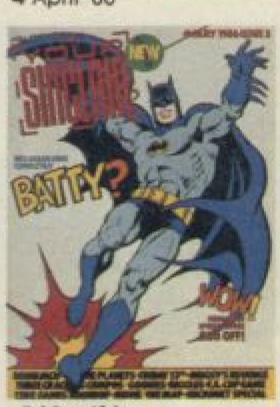
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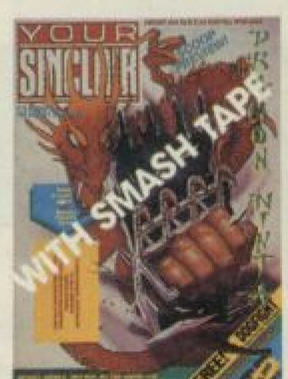
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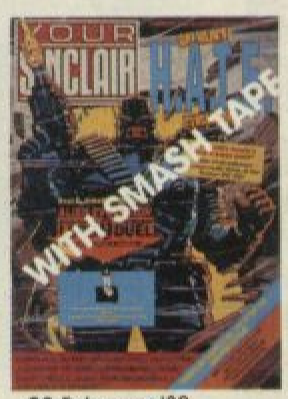
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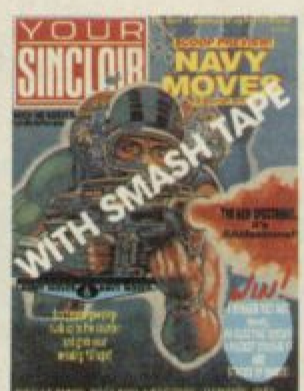
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37 January '89



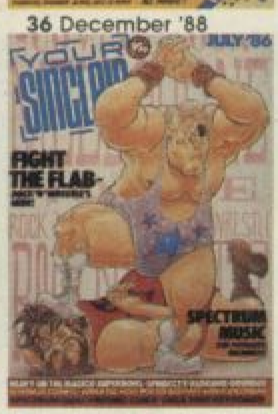
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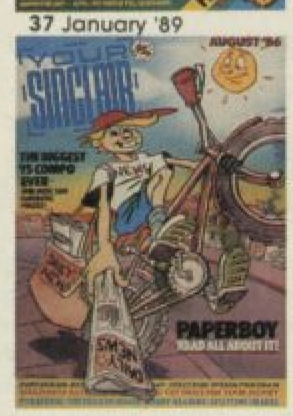
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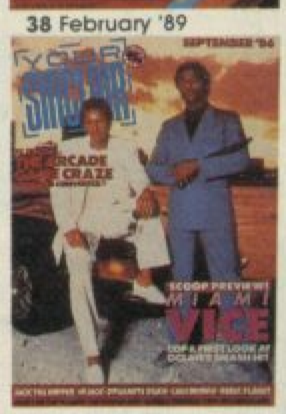
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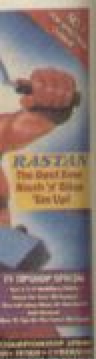
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10 October '86

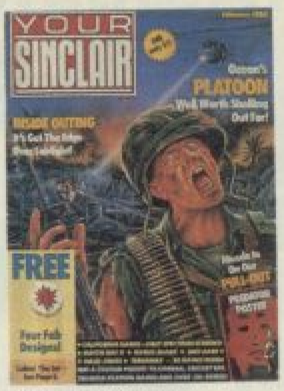


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27 March '88



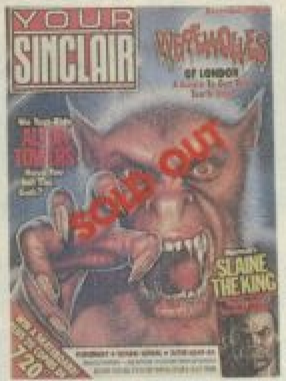
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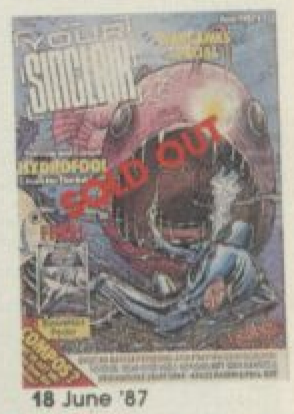
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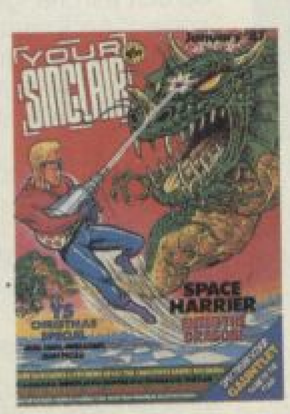
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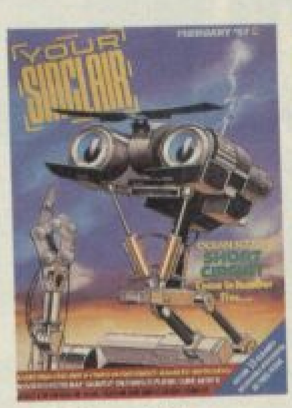
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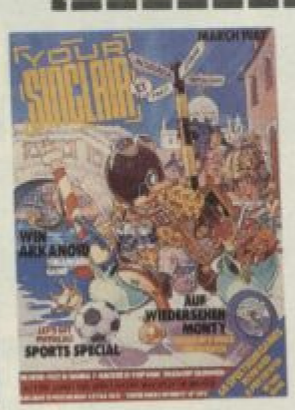
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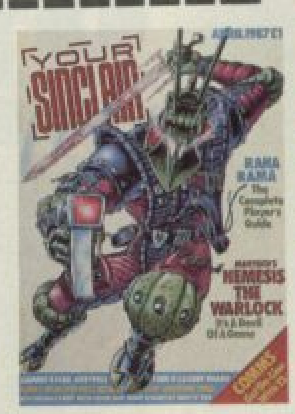
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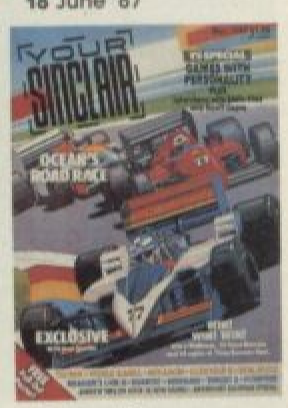
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17 May '87

PROGRAM PITSTOP

David McCandless, YS's page 80 passport photo fellow proudly presents the next instalment of Program Pitstop.



Phew! What a wheeze those art department chappies are! Come and have your picture taken David, they said to me. The whole country is fed up of that gormless passport effort taken a year ago, they said. So gullible Dave, seduced by the Art Editor's haircut, tramped down and had his mug shot. Don't worry Dave, they said after I had seen the pictures, we won't put that one in, the one where you look as if you're giving birth to an ostrich, we won't Dave honest! And lo and behold in the next issue which picture had they put in?

Exactly.

Well that's life. Give an Art Editor an inch and she takes a mile. Anyway, highly demeaning and embarrassing snap shots aside, have I got a rampantly selective bunch of programs for you to devour this month? It all starts with **Francisco Pinho** who makes an appearance with an excellent *Text Searcher* program. **Kevin Maricz** comes after that with his life-saving down scroll routine. And to cap it all off this month, there's **Jay Salmon** with a superlative *Sampler* program. Let's drive straight on in.

ASC II SEARCH

by Francisco Pinho

Francisco Pinho, patriot of Portugal, has sent in a mightly useful program. With it you can smugly customise your favourite game, search out hidden passwords and information, and read the secret (and explicit) messages often left by programmers in your programs. It's easy to use, simple to understand, and a cinch to type in. Do I make life easy for you or do I make life easy for you?

```
  10 BORDER 0: PAPER 0: INK 0: C
LEAR 25999: LOAD ""CODE 23296: I
NK 7
  20 PRINT  FLASH 1;AT 10,13;" L
OAD ": GO SUB 320: RANDOMIZE USR
 23296: CLS
  30 LET b$="": LET c$=" ": FOR
n=23358 TO 23367: IF PEEK n>31 A
ND PEEK n<165 THEN  LET c$=CHR$
(PEEK n): LET b$=b$+c$: NEXT n
  40 LET c=(PEEK 23368)+256*(PEE
K 23369): PRINT AT 8,8;"NAME :";
b$;AT 10,8;"BYTES:";(STR$ c): PA
USE 0: CLS : LET a=26000: LET b=
a
  50 IF (a+704)>65535 THEN  LET
a=26000
  60 RANDOMIZE a: RANDOMIZE USR
23375
  70 PRINT #0;AT 1,0;"SCREEN D.:
";a;"-";a+703: LET b=a: LET x=0:
 LET y=0
  80 INK 7: PRINT AT Y,X; FLASH
0; OVER 1;" "
  90 IF INKEY$="p" AND X<31 THEN
  LET X=X+1: LET b=b+1
 100 IF INKEY$="o" AND X>0 THEN
 LET X=X-1: LET b=b-1
 110 IF INKEY$="q" AND Y>0 THEN
 LET Y=Y-1: LET b=b-32
 120 IF INKEY$="a" AND Y<21 THEN
  LET Y=Y+1: LET b=b+32
 130 IF INKEY$="n" THEN  LET a=a
+704: GO TO 50
 140 IF INKEY$="t" THEN  GO TO 2
20
 150 IF INKEY$="d" THEN  INPUT ;
"DIRECTION:";a: GO TO 50
 160 IF INKEY$="s" THEN  CLS : P
RINT  FLASH 1;AT 10,13;" SAVE ":
 GO SUB 320: RANDOMIZE USR 23331
: CLS : GO TO 50
 170 IF INKEY$="l" THEN  CLS : G
O TO 20
 180 PRINT #0;AT 1,10;a;"-";a+70
3
 190 INK 5: PRINT  OVER 1; FLASH
 1;AT Y,X;" "; FLASH 0
 200 PRINT #0;AT 0,21;"    ";AT 0
,0; OVER 0;"DIRECTION:";b;"-CHR$
 ";PEEK b
 210 GO TO 80
 220 PRINT #0;AT 1,23;"TRANSLATE
"
 230 INK 5: PRINT AT Y,X; FLASH
1; OVER 1;" "
 240 PAUSE 0: LET a$=INKEY$
 250 IF CODE a$=13 THEN  PRINT #
0;AT 1,23;"          "; GO TO 170
 260 IF CODE a$=12 THEN  IF X>-1
 THEN  LET X=X-1: PRINT  OVER 1;
 FLASH 0;AT Y,X+1;" ": LET b=b-1
: GO TO 230
 270 PRINT AT Y,X; OVER 0;A$
 280 POKE b,CODE a$
 290 IF X<31 THEN  LET X=X+1: LE
T b=b+1
 300 PRINT  OVER 1; FLASH 0;AT Y
,X;" "
 310 GO TO 230
 320 INVERSE 1: PRINT AT 21,0;"
         PRESS ANY KEY          "
: INVERSE 0: PAUSE 0: RETURN
```

Method

To use it, first type in the Basic listing. Check it thoroughly and then save it with SAVE "name" LINE 10. Using the Hex Loader, enter the 256 bytes of machine code (use the Hex Loader program on the page opposite), and record the code onto the same tape after the Basic program with: SAVE "name" CODE 23296,254. Now, reset your computer and load the tape you saved everything onto. It should run automatically.

Controls

The idea behind the program is that you load in a program, look through it for interesting text, change it if you want and then re-save it with your amendments. Use the following controls:

L LOAD PROGRAM into memory address 26000

S SAVE PROGRAM will save the original program with the original name, start address, and length.

N ADVANCE 703 bytes. The screen will change and the next page of Ascii codes will appear. Don't worry if all you see is garbage — keep advancing through the code and you'll find something.

D EXECUTE to an inputted address. Warning: this may cause a crash.

T TEXT EDIT MODE:

Q/A/O/P Move cursor around screen

CAPS+O Backspace one character

ENTER Quit this mode

Just move the cursor to the message you wish to change and type in your replacement.

```
1 AF 11 FF FF C3 CB 11 2A =1159
9 5D 5C 22 5F 5C 18 43 C3 =692
17 F2 15 FF FF FF FF FF 2A =1580
25 5D 5C 7E CD 7D 00 D0 CD =1054
33 74 00 18 F7 FF FF FF C3 =1347
```

```
41 5B 33 FF FF FF FF FF C5 =1614
49 2A 61 5C E5 C3 9E 16 F5 =1080
57 E5 2A 78 5C 23 22 78 5C =764
65 7C B5 20 03 FD 34 40 C5 =906
73 D5 CD BF 02 D1 C1 E1 F1 =1479
81 FB C9 E1 6E FD 75 00 ED =1394
89 7B 3D 5C C3 C5 16 FF FF =1200
97 FF FF FF FF FF F5 E5 2A =1791
105 B0 5C 7C B5 20 01 E9 E1 =106
4
113 F1 ED 45 2A 5D 5C 23 22 =843
```

```
121 5D 5C 7E C9 FE 21 D0 FE =126
1
129 0D C8 FE 10 D8 FE 18 3F =104
0
137 D8 23 FE 16 38 01 23 37 =674
145 22 5D 5C C9 BF 52 4E C4 =967
153 49 4E 4B 45 59 A4 50 C9 =829
161 46 CE 50 4F 49 4E D4 53 =881
169 43 52 45 45 4E A4 41 54 =678
177 54 D2 41 D4 54 41 C2 56 =100
0
```

```
185 41 4C A4 43 4F 44 C5 56 =802
193 41 CC 4C 45 CE 53 49 CE =982
201 43 4F D3 54 41 CE 41 53 =860
209 CE 41 43 D3 41 54 CE 4C =980
217 CE 45 58 D0 49 4E D4 53 =101
7
225 51 D2 53 47 CE 41 42 D3 =993
233 50 45 45 CB 49 CE 55 53 =868
241 D2 53 54 52 A4 43 48 52 =844
249 A4 4E 4F D4 42 49 CE 4F =957
STOP
```

RENUMBER

by Kevin Maricz

```
   1 REM General Hex Loader
   2 POKE 23658,8
   3 INPUT "Start Address ";star
t
   4 POKE USR "a",INT (start/256
): POKE USR "a"+1,start-256*INT
(start/256)
   5 CLEAR start-1
   6 LET start=256*PEEK USR "a"+
PEEK (USR "a"+1)
   7 INPUT "Length ";length
   8 INPUT "File Name ";f$
  10 FOR i=start TO start+length
 STEP 8
  20 LET cs=0
  30 PRINT AT 0,0;"Address ";i
  40 INPUT "Hex 8 Bytes", LINE a
$
  60 IF LEN a$<>16 THEN  GO TO 1
000
  80 LET f=0: FOR j=1 TO 16
  90 IF (a$(j)<"0" OR a$(j)>"9")
 AND (a$(j)<"A" OR a$(j)>"F") TH
EN  LET f=1
 100 NEXT j
 105 IF f=1 THEN  GO TO 1000
 110 FOR n=0 TO 7
 120 LET y=CODE a$(1)-48: IF y>9
 THEN  LET y=y-7
 130 LET z=CODE a$(2)-48: IF z>9
 THEN  LET z=z-7
 140 LET va=16*y+z
 150 LET cs=cs+va
 160 POKE i+n,va
 165 PRINT AT 2,n*3;a$( TO 2)
 170 LET a$=a$(3 TO )
 180 NEXT n
 183 INPUT "Checksum "; LINE a$
 184 PRINT AT 2,25;a$
 185 IF VAL a$<>cs THEN  GO TO 1
000
 187 CLS
 190 NEXT i
 200 CLS : PRINT "SAVE CODE AFTE
R BASIC LOADER."'''"REMOVE EAR LE
AD"
 210 SAVE f$CODE start,length
 220 CLS : PRINT "VERIFYING"
 230 VERIFY ""CODE
 240 CLS : PRINT "ALL OK": STOP
1000 PRINT AT 15,0;"ERROR": GO T
O 20
```

Basic renumbering routines are pretty useful things, especially when you've got a mammoth program with totally inconsistent line-numbers and you want to send it to er, Pitstop, to pluck a name out of the blue. With **Kevin Maricz**'s submission you just glue these few lines on the end of the program.

Wait a while!

And what do you get? A totally renumerated proram. Brilliant.

```
  10 REM RENUMBER PROGRAM
         BY, JAMES MANCZ
  20 REM SHOULD BE MERGED WITH
             YOUR    PROGRAM
  30 REM N.B. GOTO AND GOSUB
     COMANDS NEED ALTERING.
  40 LET R=PEEK 23635+256*PEEK 2
3636
  50 LET LINE=10: REM  MAY BE
                       CHANGED.
9030 LET STEP=10: REM  MAY BE
                       CHANGED.
9040 POKE R,INT (LINE/256)
9050 POKE R+1,(LINE-256*PEEK R)
9060 LET R=R+1
9070 IF PEEK R<>13 THEN  GO TO 9
060
9080 LET R=R+1
9090 IF 256*PEEK R+PEEK (R+1)=90
00 THEN  GO TO 9120
9100 LET LINE=LINE+STEP
9110 GO TO 9040
9120 LIST
9130 STOP
```

SAMPLER

by Jay Salmon

An aeon ago in the cob-webbed history of this revered column I printed a *Sound Sampling* program by Heikki Julken. That ancient routine seemed to push the Speccy's sound digitising abilities as far as they would go, and rested its case at being able to manage a six second long sample. But now! comes **Jay Salmon** with his routine which (hold your breath) can cope with a 22 second sample and play it back at twenty different speeds! Absolutely incredible.

When I first loaded it, and after listening to his stunning demo sample, I spent two hours mesmerised next to the screen, digitising chunks from my entire record collection. It's incredible. Type it in and believe it.

```
   1 RANDOMIZE USR 65290
   2 SAVE !"a"CODE 65220-38250,3
8250: PRINT AT 0,0;"1": PAUSE 0:
   3 RANDOMIZE USR 65290
   4 SAVE !"b"CODE 65220-38250,3
8250: PRINT AT 0,0;"2": PAUSE 0:
   5 RANDOMIZE USR 65290: STOP
  10 INPUT a
  11 POKE 65271,a: RANDOMIZE USR
 65221
  12 LOAD !"a"CODE
  13 RANDOMIZE USR 65221
  14 LOAD !"b"CODE
  15 RANDOMIZE USR 65221
  20 STOP
 100 ERASE !"a": ERASE !"b"
```

Sampling

The code occupies memory address 65221 to 65391 and so is a mere 170 bytes long. Type it in (using the Hex Loader above) and save it to tape with SAVE "name" CODE 65221,170. After that, reset the computer to clear memory.

Then type in the Basic program and then CLEAR 65535 and reload the code you just saved. Next, type GOTO 9997 and the program will save both the Basic and machine code together.

To sample, type RUN and follow on screen instructions, making sure you disconnect the MIC lead of your Speccy and the EAR lead of your tape recorder. Keys 1 to P alter the speed.

It's incredible.

```
23296 21 C4 FE 11 BC 66 E5 A7 =1186
23304 ED 52 23 4C 45 E1 0A 3A =792
23312 48 5C 0F 0F 0F E6 07 D9 =663
23320 4F E5 26 10 D9 F3 7E 0F =963
23328 0F 0F 0F D9 5F 16 08 7B =510
23336 94 0B D3 FE CB 0B 15 28 =899
23344 06 06 14 10 FE 18 F0 D9 =783
23352 2B 3E 00 10 E1 0D 20 DE =613
23360 D9 E1 D9 FB C9 21 C4 FE =1594
23368 11 BC 66 E5 A7 ED 52 23 =1057
23376 4C 45 E1 38 3A 0B F3 16 =760
23384 7F D9 16 80 D9 3E 7F DB =1119
23392 FE 1F 30 2B CB 6F 20 F5 =967
23400 D9 5A DB FE CB 17 CB 17 =1232
23408 CB 1B 38 06 06 14 10 FE =588
23416 18 F0 7B D9 77 2B 7A DB =1107
23424 FE 1F 30 05 10 E2 0D 20 =625
23432 DF 23 7E 3C 28 FB 2B 44 =846
23440 4D FB C9 C5 FE 21 00 40 =1077
23448 11 00 C9 01 00 1B ED B0 =659
23456 C9 00 00 00 3C 42 40 40 =455
23464 42 3C 00 00 78 44 42 42 =446
23472 44 78 00 00 7E 40 7C 40 =566
23480 40 7E 00 00 7E 40 7C 40 =568
23488 40 40 00 00 3C 42 40 4E =396
23496 00 00 00 00 00 00 00 00 =0
23504 00 00 00 00 00 00 00 00 =0
23512 00 00 00 00 00 00 00 00 =0
23520 00 00 00 00 00 00 00 00 =0
23528 00 00 00 00 00 00 00 00 =0
23536 00 00 00 00 00 00 00 00 =0
23544 00 00 00 00 00 00 00 00 =0
STOP
```

So you think you can program eh? Reckon you're good at it eh? Think you can do better than what you see on these pages eh? Good, send it to me. The name's **David McCandless** (but you can just call me Macca) and the address is **Program Pitstop,** *Your Sinclair,* 14 Rathbone Place, London, W1P 1DE. And if I think it's good enough then you'll receive fifty big fat juicy ones (pounds) to you. Say no more.

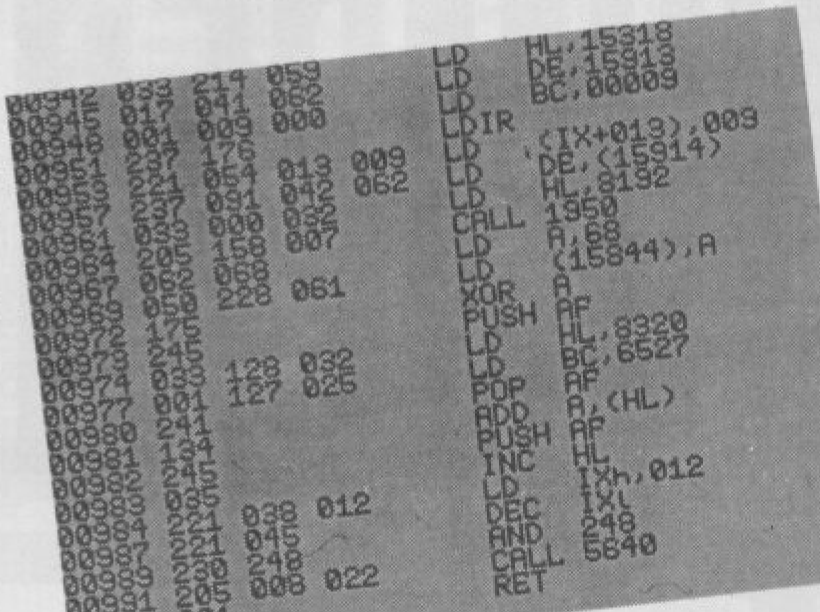
The Disciple was a brilliant disk interface, and the Plus D which followed in its wake was more of a way of life. Quite some industry built up around this piece of kit, and the success of the device and its operating system led its designer onwards into the 1990s with the SAM Coupe. But while we eagerly wait for the arrival of the SAM range into our homes, let's not forget the Plus D.

We reported on the Plus D back in issue 27. Existing Speccy owners who run this system have a strong set-up which is fairly future proof. All tape software can be backed up to disk and run in the disk environment. And now there's a new development for Plus D owners, which comes courtesy of INDUG.

HARDWARE

RAGE HARD!

This month *Phil Snout* goes all soft again, (kwar!) with a fabby utility for all MGT Plus D users.





I'm In With The INDUG

INDUG is a user group for Disciple/ Plus D users, and as well as producing a fine news magazine, this group also promotes independently produced software for the device. One of its number, Steve Nutting, has designed this neat little program called *Plus D Hacker* which lets you hack into games and examine/edit graphics and code.

In order to use this wammy program you first have to load the System disk that you generated when you first got your Plus D. This is an automatic reflex for all Plus D owners, so I won't bore you with the details. Next load the Plus D Hacker tape, and insert a fresh disk. The program will autostart, FORMAT the disk and then write three files. This is now your working Hacker disk.

The three files are as follows:

P1 +SYS HACK 14 CODE 8192,6656
P2 HACKER SJN 41 SPECIAL
P3 GRAPHICTEXT 14 CODE 8192,6656

These three hunks of code use up 35K, which means, after a quick bit of maths involving my toes, you're left with 744K to use. Or only 344K if you're running single sided media like five an' a quarter inch disks. You can then activate the *Hacker* program by slapping the Plus D button, followed by 0 or 6. You press 0 if you want to return to the program with the screen restored, and 6 if you'd like the screen to be cleared. Then you have the Main Hacker Menu with a choice of options: D, T, G, S, I, F, B, L and P.

What's On The Menu?

Hacker is a very complex program, with a great deal of sophistication built in. The options available perform the following functions:

Key D
This disassembles the code in memory, from a given Start Address (0-65535) into readable Z80 mnemonics. The quality of the disassembly is really VERY good, recognising a total of 798 op codes, including 102 undocumented Zilog codes!

Key T
This also disassembles the code between specified locations, but this time an ASCII dump of the code is supplied down the side. Very handy for reading and altering text in programs to customise them!

Key G
This is one of the most powerful *Hacker* commands. Using this sub-utility, you can scan the code for graphic sprites information, and even set up a search for likely sprite data. You can even fast forward through the code, and see the data graphically represented. When you get to an area you like the look of, you can also fine tune the graphics until the bit you want is on the screen, also scrolling left and right through the code to find the bits that match. Finally you can stretch or shrink the graphics to resize them. Most of the time the code for a graphic is spread around through a piece of game code, and this helps you to visually check the graphics you are editing. Having tracked down the graphics you want from the game/ program, you can then grab them, attributes and all. Good eh?

Key S
Use this to search for a string, or particular piece of text, like a Hi-score table or congratulations message perhaps. Once you've found it you can edit it in the normal way. Not only that, but you can also search for numbers in the range 0-255 (what else?). If you know your onions, or even your op codes, you will be able to nail down exactly what the programmers have done, and where they've hidden all the games important little places. In combination you can also search for mnemonics, like LD HL,128, and in a similar way to the pure ASCII or numerical search you can seek and destroy the games most important bits, or even bytes.

Key I
Well, this one speaks for itself. The Infinite Lives search, looking for the bytes LD HL,nn (a common lives incrementer) or even DEC (HL), which as *Dave 'Macca' McCandless* will tell you is best POKEd to NOP to prevent any lives counter reaching zero. Nifty, huh? This routine makes your job a lot easier, on account of the fact that the DEC (HL) for example could be in as many as 20-30 different locations! You're gonna need help, boy!

Key F
This simply finds blocks of 256 or more recurring bytes. You are told the start and end address of the block, and which code occupies all these spaces in the code.

Key B
The Block Fill function is a bit like the last one, except that this one FILLs an area with a code rather than just looking at it. You can clear any area of memory using this means, just by typing the start and end addresses and the op you want it in. Like 65368 65535 0, for example. Type that in and bang goes all your UDGs.

Key P
At last! The POKEs section. Pressing P gives you a display of all the registers and stacks used when you pressed the snapshot button. You can edit any location in memory, just by typing the address and the number you would like to be there. Simple as a multiface, really, with less fiddle. To escape from this mode just type H.

And that's the menus. Incidentally, for 128 users, there is the capability to switch RAM banks. As you know your memory is organised into 16K banks and cleverly switched as you use it. (Ho ho ho) Well, you can fix up any 128 programs too, as the Hacker program deals with that too. If some of the routines are too fast for you, you can slow them down, by typing address 13858,0-255, where 0 is fast and 255 is slow. So you can even tailor the speed of your system to your own requirements.

The Verdict

Hacker is a fine program, combining some of the best qualities of all the best utilities. In combination with the Plus D interface, it makes the best peripheral for the Speccy even better value. And speaking of value, hows about the price? Care to take a guess? Just £3.95 (or £4.95 for overseas persons). Yup, that's not a misprunt. For just four thin pounds, you can have the hardest (honk) utility since the Interface One. What can I say? It works like a dream and does the business. And if you need a better recommendation than that, then you must have had a Mr Potato Head transplant!

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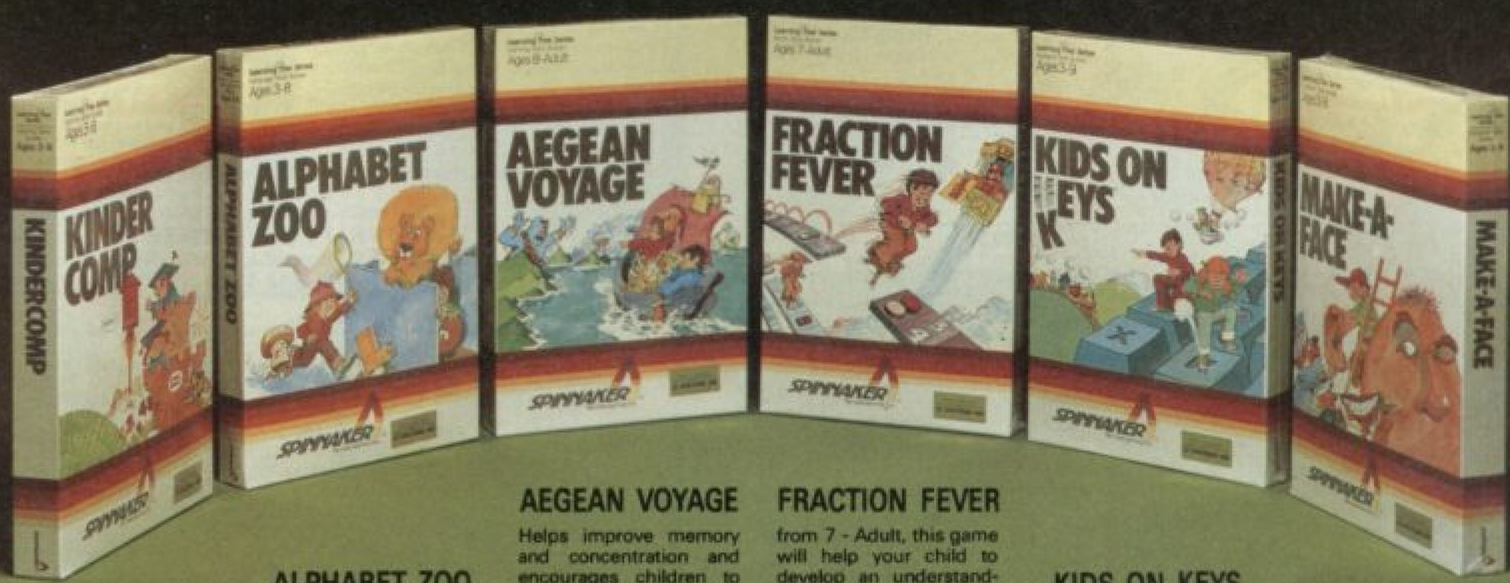
(Many thanks to Steve Nutting and INDUG for sending us a copy of Plus D Hacker.)

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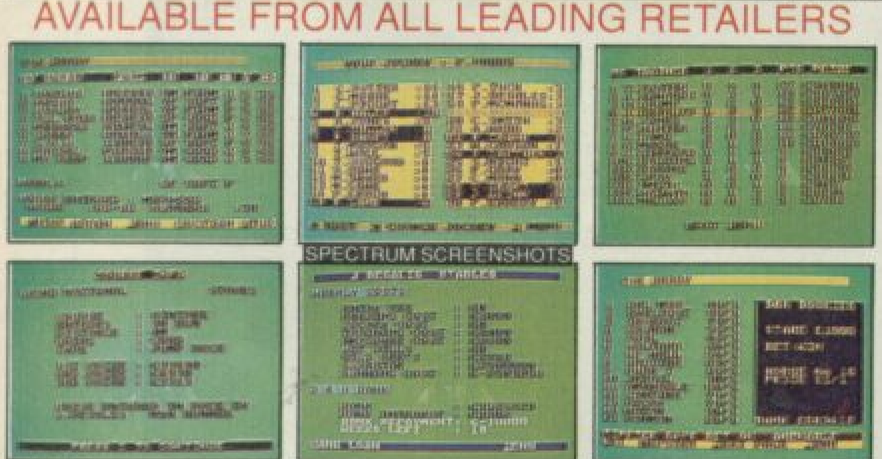
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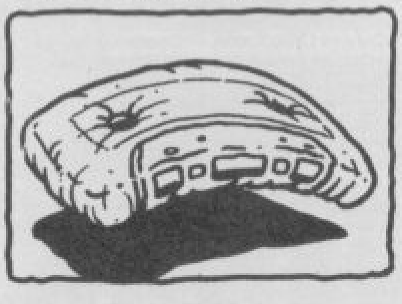
■ Spectrum +2, £550 of software, joystick, Dk'Tronics lightpen, over 100 mags, all worth £750, selling for £500 ono. Phone (0753) 853646 after 4.30pm and ask for Martin.

■ For sale Spectrum 128K, plus joystick and interface, music machine and Ramprint, lots of software for only £100 ono from E. Lutman, 11 Rebecca Court, Highview Road, Sidcup, Kent, DA14 4EQ.

■ For sale 48K Spectrum £60, Dk'Tronics keyboard £25, joystick interface £5, Currah speech synthesiser £7, cassette recorder £7, many programs, *Your Spectrum* 11-21 also for sale £2 each. Drop Stuart a line at Red Court, 66 Mill Lane, Herne, Herne Bay, Kent, CT6 7DP.

■ 128K +2 for sale with Quickshot II joystick, over 75 good games and ten mags, all worth £300, will sell for £150 ono or swop for Atari ST. Phone (0273) 401054 and ask for Joe.

SOFTWARE



■ I have *Ramparts (Sounds painful — Ed.)* and *Trivial Pursuit* to swop for *Last Ninja 2*, two for one. Send it to Paul Taylor, 343 Holyhead Road, Wellington, Telford, TF1 2EZ.

■ Will swop my Quickshot 2 joystick and *A View To A Kill*, for *Nigel Mansell's Grand Prix* or *720°*. Phone Matthew on (01) 504 5179.

■ Will swop my *Action Force 2*, for your *When Time Stood Still, Revenge Of Doh* for *Karnov, Bubble Bobble* for *Wonderboy, Nebulus* for *Blood Brothers, Tour De Force* for *Rolling Thunder*. Phone Martin on (0272) 682416.

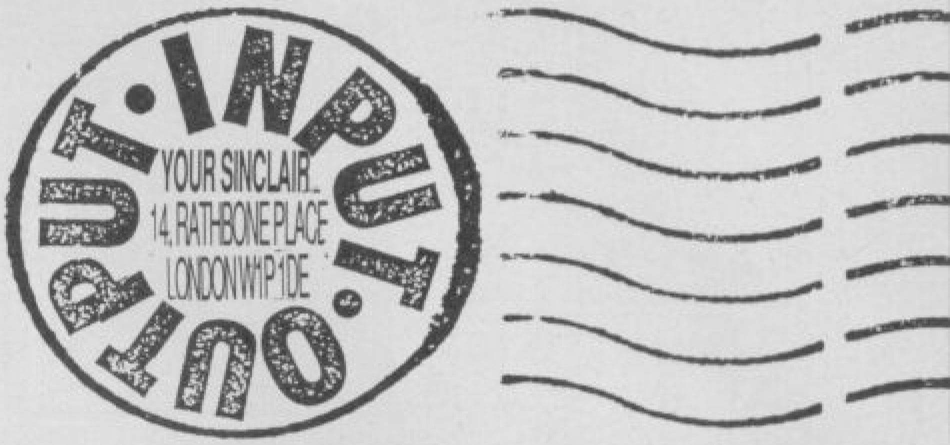
■ Lots and lots of new stuff, to swop for the 128K and 48K Spectrum. Send your list now, to Shlomi Natanel, Osishkin 36/8, Rishon Lezion, 75286 Israel.

■ Games to swop! I have aout 300 games, but I want more! If you are interested, send your list for mine. Andreas Falt, Korsarsv. 1, 54141 Skovde, Sweden.

■ Dutch 128K owner wants to swop software with other Spectrum users. Your list for mine. Write to Rob Teisman, Troelstrastr. 22, 2672 AG Naaldwyk, Holland.

■ Wanted: *The Planets* by Holst (Sorry Vince!) by Martech. Swop for any two from *Nightshade Orbix, Zoids, Astro Clone, Psytron, Cosmic Wartoad, Hive, Ballblazer*. Originals only. Vince Corney, 1 St. Helier Avenue, Morden, Surrey.

■ Do you want to swop games? Write to me. Send your lists for mine. I'm the boss of an important club in Spain for Spectrum 48K and Atari ST. Danny Pedrera, Av. Fernandez Ladreda 9, P-5 4°C, Cadiz, 1106, (Spain).



Oi! Stop scoffing those choccy eggs and feast yer eyes on the tasty treats in this months *Input/Output*

■ Wanted: Friend from anywhere to swop games. I have over 300 games. Send your list for mine. Write to: Maurilio Caires, Sitio Do Liuramento, 9125 Canigo, Portugal.

■ Dutch 128K owner wants to swop software. Your list for mine. Write to: R. Pantekoek, Schouwenbank 6g, 4301ZV, Zierikzee, Holland.

■ *Ikari warriors, Football Manager 2*, and *Superbowl* wanted for the Spectrum 48K. Will swop for one of the following: *Overlander, Game Over II, Samurai Warrior* or *Konami Arcade Collection*. Originals only.

■ Wanted: *Football Director, The Double, Super League*. Other games wanted. Send your list to Wayne Bailey, 521 Downham Way, Bromely, Kent, BR1 5HU.

■ Games to swop like *Road Blasters, Driller, Match Day II, Bionic Commandos, Exolon, Zynaps, Knightmare, OutRun*, all the *Leaderboards, Wonderboy, Ikari Warriors*. Send lists to: Alan Saunders, 39 Barskiming Road, Mauchline, Ayrshire, KA5 5DR.

■ I have a lot of recent games to swop. Send your list for mine. Write to Luis Batista, Abegoaria — 9125 Canico, Madeira, Portugal.

■ I have 480 games to swop including *Action Force II, Skate Crazy, Firefly*. Send your list for mine. I also like any decent music like AC/DC, Dio, Wasp, etcetera. So write to Graham Finney, 14 Greenhill Road, Billinge, Nr. Wigan, Lancs, WN5 7LG.

■ Have over 2,000 titles to swop for Spectrum and MSX. Send your list for mine. All letters answered. Jose Luis Cheble, Chana 2231 — Montevideo, Uruguay, South America.

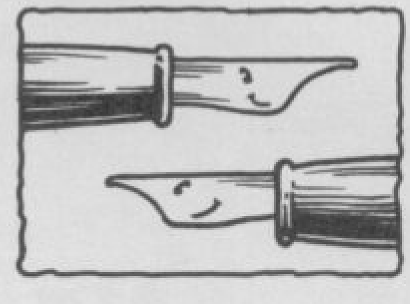
■ Will swop my *Martianoids, Green Beret, We Are The Champions*, and *Leapfrog*. Wanted *Paperboy, Lineker, Bombjack 2, Gauntlet 2, OutRun, Platoon, Deviants*. Will swop for any of those and/or others. Phone Iain on (0786) 61258.

■ Will swop either of these games, two for one: *Paperboy, Nemesis The Warlock, V*, and *Gunrunner* for your *Enduro Racer*. Phone Paul Cameron on (031) 665 2225 after 7pm.

■ Lots of new Spectrum games to swop. Send your list for mine. Keith Rodbourne, 25 Northfields, Lambourn, Berks, RG16 7YJ for guaranteed reply.

■ Lots of new games to swop for 48/128K+2 including *Vindicator, 19, Overlander, Barbarian DTO Challenge* (Updated 20/9/88). Send your list to Avi Hallahmi, Mania Shohat 7, Rishan Lezion, 75251, Israel.

PEN PALS



■ Hi! I'm Zak! I'm looking for anyone 13-15 who's fun to write to. I like music, TV, and girls. Please send photo. All letters with sae will be replied to. Zak Pavey, 91 Buddle Lane, Exeter, Devon, Ex4 1JP.

■ Who wants a pen pal? ME!!?? Oh, yeah, I do! (Well, I couldn't think of how to start) I'm male and 14. Write to me, promise I'll write back. Paul Howard, 85 Ashton Road, Enfield, Middlesex, EN3 6DG.

■ 19 year old, after male/female pen pal aged between 18-20. Interests: music (Soul), sport. All letters answered. Write to me Jill Sheldrake, Mill House, Blackmore End, Braintree, Essex, CM7 4DW.

■ 16 year old wants pen pals to swop games. I have nearly 200 of the latest games including many adventures. Please write to Colin, 6 Marrs Avenue, Chipping, Ongar, Essex, CM5 9AY.

■ 18 year old male seeks pen pals from all over the world. All letters answered. Interested in music, video, cinema, and swopping software. Guillermo Aleman, Jaime Balmes 11, Las Palmas, OEGC, Canary Islands 35003, Spain.

■ Student wants to know blonde girl, age 15, height 1,56m, for future friendship. Send photo, address: Rua De Manuel Trindade, Lote 15, 2°D, 8800 Tavira, Portugal.

■ Yo, everybody! I'm looking for pen pals from anywhere who would swop POKEs, posters (Of Tiffany) games and comments. Contact Neil Highley, 16 Park Avenue, Concord, Washington, NE37 2QP now! Please include photo.

■ Mad sausage seeks pen pals to take over the world and swop games. Anyone, anywhere, any age. Guaranteed reply. Contact Michael Thompson, 93 Salisbury Avenue, St. Albans, Herts, AL1 4TY England. PS Enclose games list. Ha! Ha! Ha! Ha!

■ Attractive guy, friendly kind and faithful, needs female aged 11-14. Interests include music (Bros, Koilee Minogue, Inxs), discos, and writing letters. J. Smith, Chesil Cottage, Abbotsbury, Weymouth, Dorset.

■ 14 year old male seeks female pen pal who likes music, computers, and vampire stories. Please send photo and letter to Michael Graham, 62 Saint Mungo Avenue, Townhead, Glasgow, G4 0PL.

■ 17 year old male seeks female pen pals. Reason being, you get more sensible answers from females. Please enclose photo. Send to Keith Ellis 9 Dane Road, Chelmsford, Essex, CM1 2SS. Reply is most certainly guaranteed, so what are you waiting for?!?

■ A 14 year old boy seeks pen pal of similar age with interests in Spectrum computing. Mark Brown, 23 Malling Avenue Broughton Astley, Leicestershire, LE9 6QS.

■ Female pen pal wanted, 11-14. Doesn't have to own a Speccy. Interests include golf, computers, and writing. Write to Guy Cleasby, 91 Welburn Road, Donwell, Washington, Tyne and Wear, NE37 1DD. Hurry up!

■ 13 year old boy seeks 13+ girl. I'm five foot, five inches and I live in Barnet area. Must enjoy bikes, cinema, swimming. Contact Adam. Telephone (01) 446 7413.

BOOK YOUR FREE AD HERE

If you'd like to advertise in Input/Output, please write in BLOCK CAPITALS below and send the coupon to Input/Output, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Oh, and don't forget your address and phone number. We can't accept any software sales, and this service is only available to private advertisers.

Please enter my advert under the following classification:

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Name..

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MAGAZINE HEALTH WARNING Think before you snip - most people use a photocopy instead.

YS 40

Sorry, but *YS* can accept no responsibility for the ads placed in Input/Output.

WANTED



■ Wanted: *Advanced Spectrum Machine Language* by David Webb. Will swop for *Driller, Mercenary,* and *Earthlight*. Contact Jonathan at 3 Crescent Avenue, Newbury, Farnworth, Bolton, BL4 9HN.

■ Wanted: *PAW* in good condition, must have instructions. Originals only. Swop for *Pentagram, Back To Skool,* and *Ranarama*. All top class games. Phone Steve on Exeter (0392) 76646 after 5pm.

■ Wanted: Light pen or Multiface 1, to swop for original software (Three titles for light pen, five titles for multiface) including: *Renegade, Driller, Slaine, Garfield, Tai-Pan, Great Escape, Antiriad, Movie, Aliens,* and many more. Phone Chris (021) 747 6885.

■ Wanted desperately! *Typhoon* and *Psycho Pigs*. Swop for *Road Blasters* and *Metaplex* (Original copies). Also want *Nemesis* with original box. Must be in good condition. Tel. (0656) 63223 and ask for Christopher.

■ Wanted: *Target Renegade, Match Day 2,* or normal *Renegade*. Will swop for *Shanghai Karate* 1 and 2, *Denizen, Gary Lineker's Super Soccer*. Write to Mark Bishop, 19 Belford House, Queens Bridge Road, London E8 4JH.

■ Wanted: Quickshot Turbo joystick. Must be in good condition. Will swop for *OutRun, Cassette 50, Light Force* and *JSW II*. Write to Gordon Watt, 34 Charles Crescent, Carluke, Lanarkshire, ML8 4NG.

■ Wanted: *Hi-softSoft 'C' Compiler* for the Spectrum 128K. Must have original manual included. Contact Thomas Connolly, 110 St. Aidans Villas, Ennilsworth, Co. Wexford, Ireland.

■ Wanted: *Heavy On The Magick* and *Head Over Heels*. Swop for cassette with many games. Write to Bill Travlos, 39 Spetson Street, Koridalos, Piraeus, Greece, 18120.

■ Hey, you! Yes, you! I want *720°, Back To Skool, Skool Daze, Impossible Mission 1,* and *Fantastic Journey*. Write now to James Hughes, 14 Ayton Close, Stocksfield, Northumberland, NE43 7ES. Guaranteed reply.

■ Wanted: *Football Director*. Will swop *Tracksuit Manager, Gryzor,* or *Pink Panther*. Write to Justin Higgie, Sula Squir House, Upper Pitmaduthy, Kildary, Invergordon, IV18 0PA, Ross-Shire. Also wanted *Mexico 86*.

■ Wanted: Pokes, tips or maps for *Airwolf*. If you can help, please write to J. Orton at The Crest, Shilton Road, Barwell, Leicester, LE9 8BN. Telephone Earl Shilton (0455) 46132.

■ Mature male +2, seeks original *Where Time Stood Still* for happy memory storage *(Oo-er — Ed)*. Will swop *Rastan, Combat School, Tetris,* etcetera. Contact Sammy the Spectrum, c/o Andrew Cooke, on (0978) 860428.

■ Cash for Interface 2 cartridges, microdrive cartridges, Wafadrives, ZX Printer, any 'test' software cassette/cartridge, any utilities! Anything — Please help! Phone (0743) 249094 or write to Mike, 4 Coppice Walk, Monkmoor, Shrewsbury, Salop, SY2 5PS (Urgent!)

■ Wanted: Tape of ZX Spectrum *VU-File*. Maurice E. Reed, Flat 1, 23 Hassocks Road, Hurstpierpoint, Hassocks, West Sussex, BN6 9QP.

■ Wanted: *Great Giana Sisters* for any one of:- *720°* (Sorry, no inlay), *OutRun, Little Computer People* or *Sentinel*. Write to Jamie Frew, 33 Seafields St, Portknockie, Buckie, AB5 2LX or phone (0542) 40532 after 4pm.

MESSAGES AND EVENTS



■ Fed up with a game? Want a new one? Simply send 20p, an sae, and any game to 11 Dura Road, Allanton, Shotts, Lanarkshire, Scotland, ML7 5AB. Within days you will receive a new game in your letterbox. Originals only please.

■ Spectrum Unemployed User Group. We're still here! Bi-monthly tape — disk mag. You can get something for nothing! Sae for details. SUUG, Flat 1, Bleachfield House, Thurso, Caithness, KW14 8QW.

■ Need a poke for a difficult game? If so then write to: The Pro's, 1 Keble Close, North Wootton, King's Lynn, including an sae along with 50p for the poke or map.

■ Yvonne — I am madly in love with you, so come out with me on Saturday. Love, Mark xxxx.

■ *Geordie Land*, a new fantastic adventure on any Spectrum. Write for details to C & S, 12 Hartburn Walk, Kenton Bar Estate, Newcastle Upon Tyne, NE5 3YT.

■ *Clash* — The affordable strategy/diplomacy/economics PBM game. Only £1.50 a month, no more, no less. Send £1.50 for rule book to *Clash*, Sunnyfield Cottage, Station Road, Langworth, Lincoln, LN3 5BO.

■ It's here! The bargain of a lifetime! three great games on one cassette for only £1.50. Send cheques or PO's to R. Sorfleet, 14 Coniston Avenue, Darton, Barnsley, S Yorks, S75 5BB. Don't delay, buy today!

■ Marie!!!!!! I love you!!!!!! Please, please marry me!!!!!! You've got to, or I'll die. Send me an answer. A lot of lots of love, your ever lovin' Hammy.

■ Do you want some pokes and games for just £2.00? In the first edition, they will include *Paperboy, Gauntlet, Football Fortunes*. Write now to: Shaun Pearson, 29 Highfield Crescent, Methem, Huddersfield.

■ Urgent! Basingstoke readers, Soton calling! Got any info on maths teacher L. Smees, who left you lot last term? Answer through *Input Output*, 'cos it's a message innit!?

■ Loadsa pokes, maps, tips, and hundreds of adventure clues! Send cheques and postal orders for £1.50 to Steven Maguire, 113 Kenilworth Gardens, Hornchurch, Essex, RM12 4SG.

■ Wow! 120 ready to go pokes and 900 multiface pokes for the whole Spectrum range. Send C90 tape and PO's for £2.50 to J. Tough *(Blimey! — Ed)* 26 Deeside Gardens, Aberdeen, Scotland, AB1 7DN.

■ *No Mercy* is a new space conquest PBM. Start up or sae for information to *No Mercy*, 16 Lyndhurst Terrace, Dundee, DD2 3HP.

■ Problems? Need help? Join the MAA! People also needed to set up country, area, and local HQ's — No fee, sae to: MAA(1-1-1-001), 3 King Edward Court, 12 Southbrae Drive, Glasgow, G13 1PX.

■ *Filodisc* — Essential Spec +3 disk manager. User friendly and versatile. Includes example and instruction programs. Rename, protect, and copy files etcetera. Cheques/PO's for £6 to S. Morris, 129 Preston Road, Linlithgow, West Lothian, EM49 6HZ.

■ *Hat Trick* is a football management PBM. Start up £3 including two turns credit. Turns thereafter 50p. Send start up or sae for information to *Hat Trick*, 16 Lyndhurst Terrace, Dundee, DD2 3HP.

■ Hello, good morning! ZZZZZZ Has anyone got any pokes for *The Plot, Super Robin Hood, Dizzy, Dustin, Ghost Hunters, Mega Bucks* or *The Happiest Days Of Your Life*? Thank you, Peter Carruthers, 76 Albert Edwards Road, Liverpool, Merseyside, L7 8RZ.

■ Oi! Take a note of this! *Micro-Mag* is the best tape mag. Only £1 from, A. Everingham, The Bungalow, Keycol Hill, Newington, Kent ME9 8NA.

FANZINES



■ *Iscool*, a great new mag for Speccys with a game in issue one. Send £1.00 and A4 sae to *Iscool*, 23 Cowper Road, Moordown, Bournemouth, Dorset, BH9 2UJ.

■ *The Entertainer* tape mag, now with free demo-tape, only 75p. Send to Miss I. Young, 105 Tintagel House, Salisbury Road, Edmonton, London, N9 9TF (Restart, How about a letter?!) (Hi! to Sigmasoft).

■ *Mainframe* — The new fanzine, packed with software reviews, books, videos, and much more. Launch issue only 50p from 26 Abercorn Park, Portadown, Co. Armagh, N. Ireland, BT63 5JN. Tel. (0762) 338595.

■ *Stream Tape* fanzine, issue one was out 1st August 1988, later issues out on first of every month. State issue number. £1 each. Contact Craig Turner, 41 Coalbrook Avenue, Woodhouse Mill, Sheffield, S. Yorks, S13 9XQ.

■ Useful routines for serious users! Programming help, graphics, info, utilities. Every month on disciple/+D, Opus, microdrive, cassette. £2 secures your first issue of *Outlet!* Ron Cavers, 605 Loughborough Road, Birstall, Leicester.

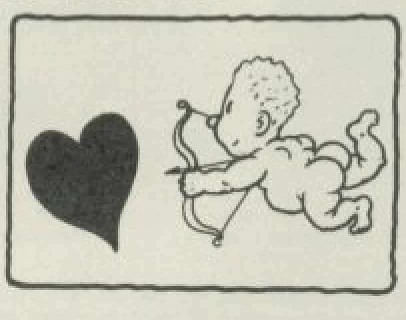
■ *Basic* is the fanzine for all Speccy owners. For the latest copy, send a cheque for £1.30 (inc. p&p) to: K. Jarman, *Basic*, 18 Poplar Close, Biggleswade, Beds, SG18 0EW.

■ Get the best bi-monthly tape mag, just £1! Includes tape, P&P. Send cash to A. Everingham, The Bungalow, Keycol Hill, Newington, Kent, ME9 8NA.

■ *FSS*, the new fanzine on tape. Reviews, previews, compos, How Do You...? All for the price of £1.50. No need to send your tape. We supply them. Just send sae to Paul Sherwood, 1 Hambledon Crescent, Loughborough, Leicestershire, LE11 2SX.

■ *Specs!* Now down to 75p! Tips, listing, reviews, and more! Cheques/PO's to: Paul Harrison, 17 Bullingdon Road, Oxford, Oxon. The newsletter with the mysterious Kevin Allsworth!

LONELY HEARTS



■ I'm a 22 year old six foot blond hunk computer buff who is looking for female 17-25. I drive a Porsche 911 Turbo *(Hmmm! Looks more like a Hillman Imp to me!... Ed)* and have loadsamoney. Dave, 33 Goodwyns Road, Dorking, Surrey.

■ 14 year old boy seeks girl of same age. Must be attractive and come from the South-East. Send photo and letter to Sam Day, 18 West End, Westerham, Kent, TN16 1HT.

■ Depressed 15 year old boy needs pretty, kind lover. Interests include music, poetry, morbidness. Must want serious relationship. Photos to: Ian Thompson, East Park Road, Whiddon Valley, Barnstaple, N. Devon, EX32 8PL.

■ 16 year old male seeks Kent area female, approx same age with wide range of interests. Write to Leigh Baker, 17 Norah Lane, Higham, Rochester, Kent, ME3 7EP.

■ Two 14 year old males seeking two good looking 13+ females. Must enjoy music and a good time. Please enclose photo. Send to Anthony and Nick, 4 Mount Close, Rayleigh, Essex, SS6 7HU.

■ Lonely 15 year old male desires 13-15 year old females to write to. Interests include sport, music and telling jokes. Write to Jon Stabler, 96 Whitegate Vale, Clifton, Nottingham, NG11 9NE.

■ 13 year old boy seeks girl 12-17 for a friend/relationship. Please contact N. Hook, 86 Station Road, Old Hill, West Midlands, B64 6PL or phone (021) 559 2210.

■ Shy lonely 22 year old male seeks females aged 18+ for friendship etcetera. Must live around Glasgow area. Please write to: John Turner, 139 Innerleithen Drive, Colyness, Wishaw, Lanarkshire, ML2 8RP.

■ A hunky 20 year old male forklift driver seeks an attractive unattached female any age. Likes music, computers, fun and laughter. Please send photo/s if possible. Steve White, 108 Gainsborough Way, Yeovil, Somerset, BA21 5XT.

■ 14 year old male seeks friendly female around same age. Please enclose photo if possible. Write to Brett Bowbanks, 28 Ashwood Road, Engelfield Green, Egham, Surrey, TW20 0SU. All letters answered.

■ 15 year old boy seeks attractive girl 14-16 who likes pop music and computers and of course *Your Sinclair! (Sensible lad! — Ed).* Don't forget a photo! Paul Bristow, 166 Chaucer Way, Hitchin, Herts. SG4 0NY.

■ 16 year old boy seeks 15 or 16 year old girl. Interested in hip hop and house music. Enclose photo. Darren, 68 Long Myno Avenue, Hatherly, Cheltenham, Glos, GL51 5QN. Please hurry.

■ Lonely male, 13, seeks female 12+ for friendship or relationship. I like music, videos and going to the cinema. Please send photo. John Larkin, 132 Hillfoot Avenue, Hunts Cross, Liverpool, LZ5 0NT.

■ Are you male, good looking, 15 or over and in need of a relationship? If so, write to Sonya, at 28 Vauxhall Crescent, Chelmsey Wood, Birmingham, B36 9JT. Quick, hurry up!

■ Two hunky nine year old males, looking for two sexy females of ages 8-10. Please send photo of selves. Our names are Steven and Gary, 50 Aitchison Drive, Larbert, Stirlingshire, FK5 4PB.

■ Lonely 13 year old male seeks good looking female who is interested in listening to music and having fun. Michael Goodwin, 31 St. Pegas Road, Peakirk, Peterborough, Cambs. PE6 7NF.

Puzzle Pages: Answers

FIND THE LADY

Teresa must be C, Diana A and Helena is girl B.

DEATHLY ENTRY

His parachute didn't open.

EXPRESSIVE THOUGHT

Both trains are the same distance from London when they meet.

YS, PHONE HOME

The man has no money.

BRIDGE OVER TROUBLED TRUCK

Let the tyres down.

PHONE TROUBLES

The man phoned up his wife to say he just caught a fish *this big*, and spreading his arms to show the size, he promptly cut his own wrists on the glass windows of the booth.

TRICK WICK

Neither — candles burn shorter, not longer.

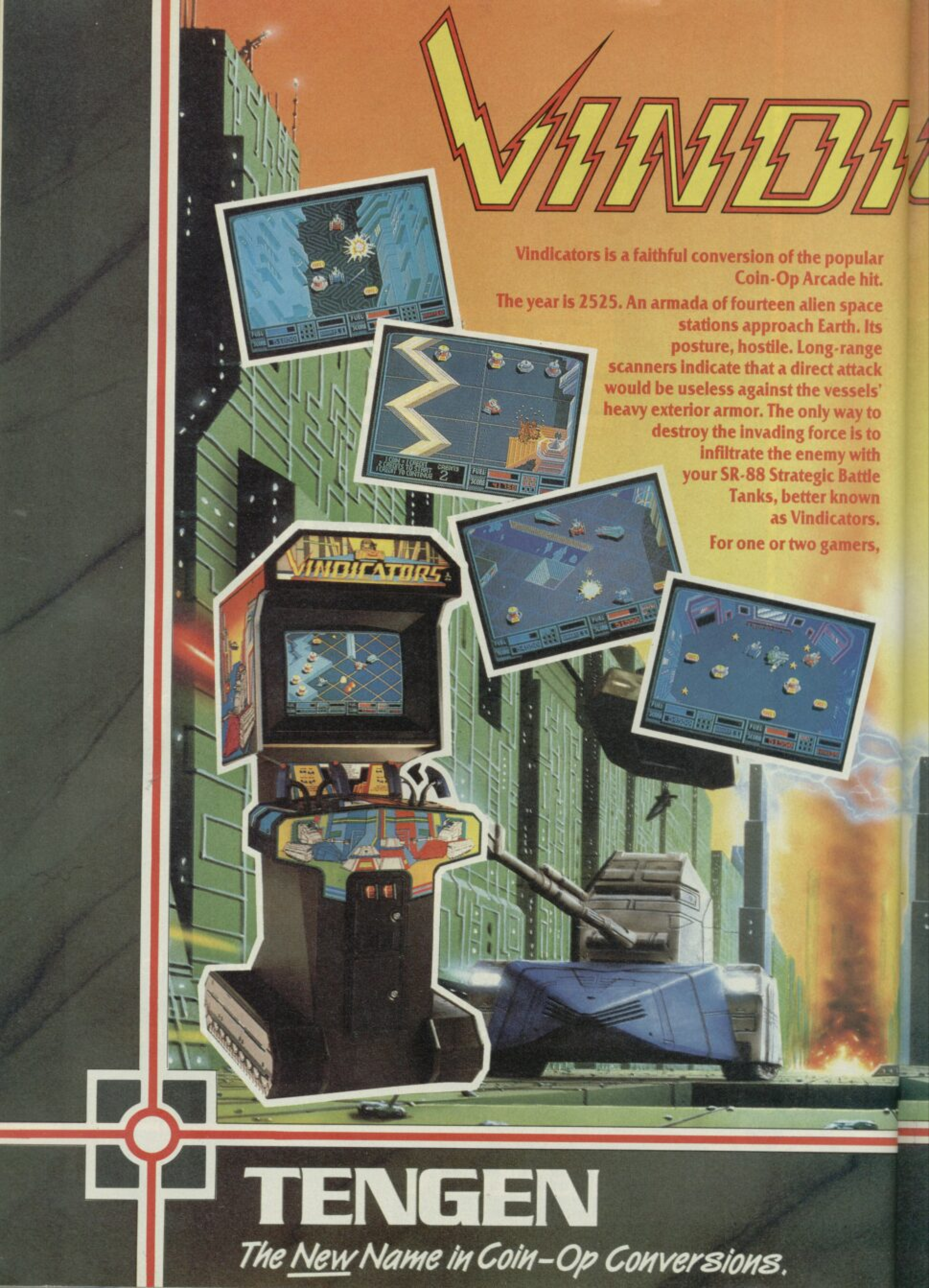
MOUNTAINOUS PROBLEM

Mount Everest was — it makes no difference that nobody had found it.

PUNCTURE REPAIRS

The flat was on the spare tyre in the boot.

Cleaner Colin; **Editor** Teresa Maughan; **Art Editor** Catherine Higgs; **Deputy Editor** Matt Bielby; **Production Editor** Jackie Ryan; **Staff Writer** Duncan MacDonald; **Designer** Thor Goodall; **Editorial Assistant** David Wilson; **Technical Consultant** David McCandless; **Contributors** Marcus Berkmann, Ben Bracken, Ciarán Brennan, Jonathan Davies, Mike Gerrard, Sean Kelly, Catherine Peters, Rachael Smith, Phil South; **Advertisement Director** Alistair Ramsay; **Production Manager** Judith Middleton; **Advertisement Production** Katherine Balchin; **Marketing Manager** Bryan Denyer; **Publisher** Terry Grimwood; **Finance Director** Colin Crawford; **Managing Director** Stephen England; **Chairman** Felix Dennis; **Published by** Dennis Publishing Ltd, 14 Rathbone Place, London W1P 1DE. **Telephone** (all departments) 01-631 1433. **Telex** 8954139 DennisG. **Fax** 01-636 5668. Company registered in England. **Typesetters** Carlinpoint, London; **Reproduction** Graphic Ideas, London; **Printed by** Chase Web, Plymouth Devon; **Distribution** Seymour Press, 334 Brixton Road, London SW9 (Telephone 01-733 4444).


VINDI
Vindicators is a faithful conversion of the popular Coin-Op Arcade hit.
The year is 2525. An armada of fourteen alien space stations approach Earth. Its posture, hostile. Long-range scanners indicate that a direct attack would be useless against the vessels' heavy exterior armor. The only way to destroy the invading force is to infiltrate the enemy with your SR-88 Strategic Battle Tanks, better known as Vindicators.
For one or two gamers,
VINDICATORS
TENGEN
The New Name in Coin-Op Conversions.


CATORS
Vindicators provides incredible action and graphics. It challenges you to negotiate each station's heavily guarded corridors, and locate and destroy its control room.
Besides avoiding and destroying enemy tanks and bunkers, you must constantly replenish your tank's fuel supply with fuel canisters. Throughout the many levels of each station. Special features enable your tank to gain enhanced speed, shot range, shot power, force field or even "Smart shots"
After all the enemy stations have been destroyed, you must still face the evil Emperor of the alien empire. Win and the world cheers with you. Lose and kiss it goodbye.
VINDICATORS
FUEL
PLAYER

SCREEN SHOTS

PART TWO

HUMAN KILLING MACHINE



US Gold/£9.99/£14.99

Sean Gosh! What a fantastically original idea! Beat people up against a variety of scenic backdrops. What do you mean, you've seen games like that before! I haven't. Honest. No, really, I mean it. Oh, alright then, I have. And *Human Killing Machine* is the latest beat 'em up in a long line, so what does US Gold think is so special about this one that merits its release?

The idea is to bash up a load of Johnny Foreigners on their native soil, or in kinder terms, to 'stamp your supremacy over a multitude of opponents' as it says in the inlay. Glasnost hasn't reached US Gold yet apparently, as you begin your headbutting holiday in Russia, amongst the sacred Temples of Moscow facing Igor, a commie soldier with a huge sword. Once you've well and truly pummelled him, his dog Shep-ski, attacks you. Well, I say dog, it looked more like a sheep to be honest.

The first thing you realise when playing *Human Killing Machine* is that your opponent is rarely intelligent. Should you move your man to the opposite end of the screen from the enemy, he will continue to bash away at thin air, whilst you build up your strength again. Worranirriot! But back to the combat zone.

Having done your bit for the cold war, you head off to Amsterdam to take on a couple of girlies. (Oo-er!) The first one's called Maria, and looking at her closely, I wouldn't be surprised if her last name was Whittaker! Anyway, she spends a lot of her time leaping around and attempting to re-arrange your face with her boot, but is, in fact, fairly easy to beat. I was feeling smug at this point, sailing through the game, when Helga appeared. She's the sort of woman Les Dawson makes jokes about. Built like a sumo wrestler, and making Cyril Smith look positively anorexic, I lasted about ten seconds against her each time I played. Possibly because of the memory used for the excellent background graphics and big — nay, hooge — sprites, the range of moves available in battle seemed relatively limited. It was, however, still fairly easy to beat opponents by forcing them to one end of the the playing area and continually hitting them with the same move. Whether it would be so easy on the later stages I'm not sure, but it did distract considerably from the playability of the early stages.

YS CLAPOMETER

Not US Gold's greatest moment, but a creditable attempt to update the beat 'em up for the modern market. Should provide hours of fun for all you beat 'em up enthusiasts out there.

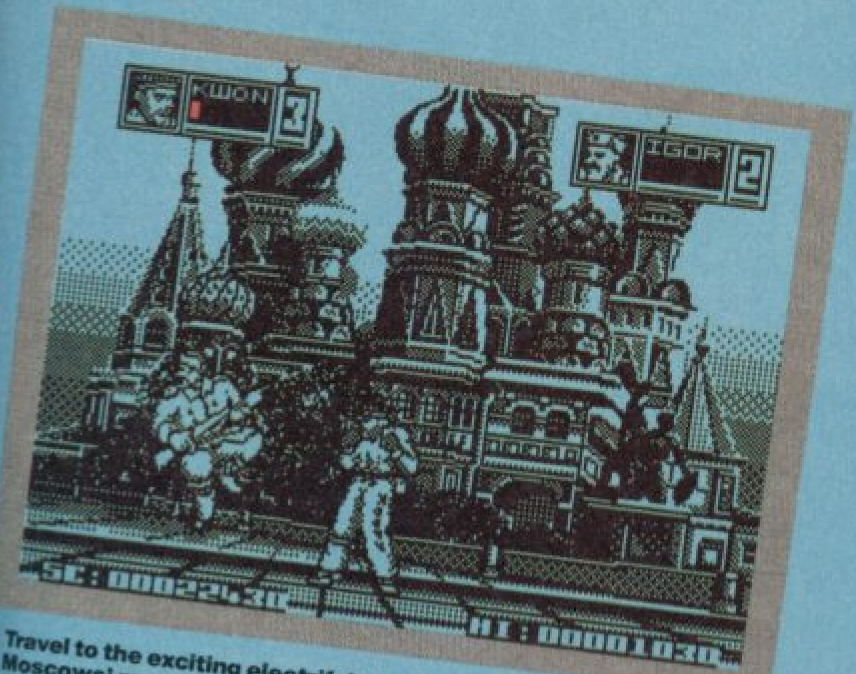
GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

7

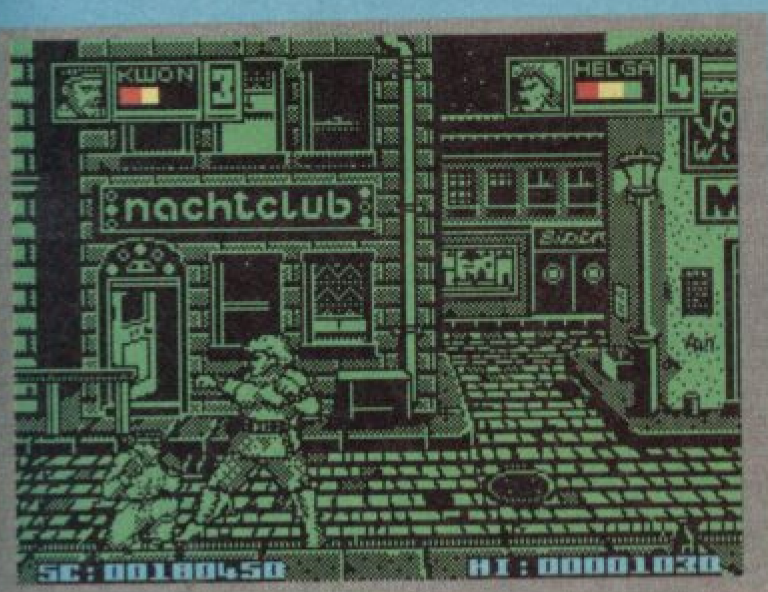


***YS* Seal Of Approval**
All games reviewed in Screenshots are finished products.

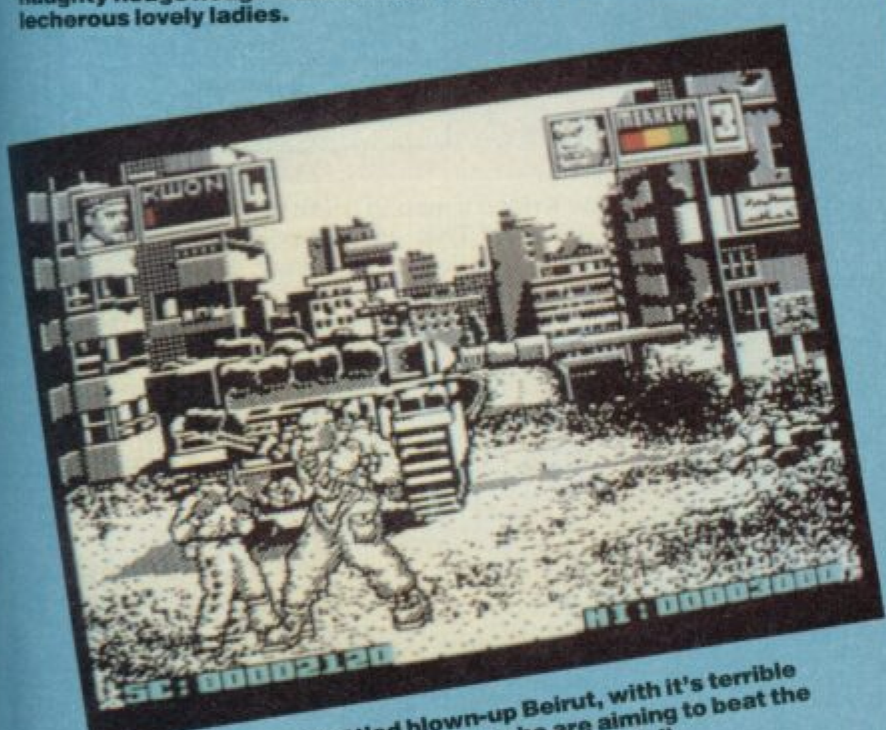
THE *ALAN WHICKER* GUIDE TO PLAYING *HUMAN KILLING MACHINE.*



Travel to the exciting electrifying extraordinary east, where Moscows' magnificent marvellous multistorey Temples await.

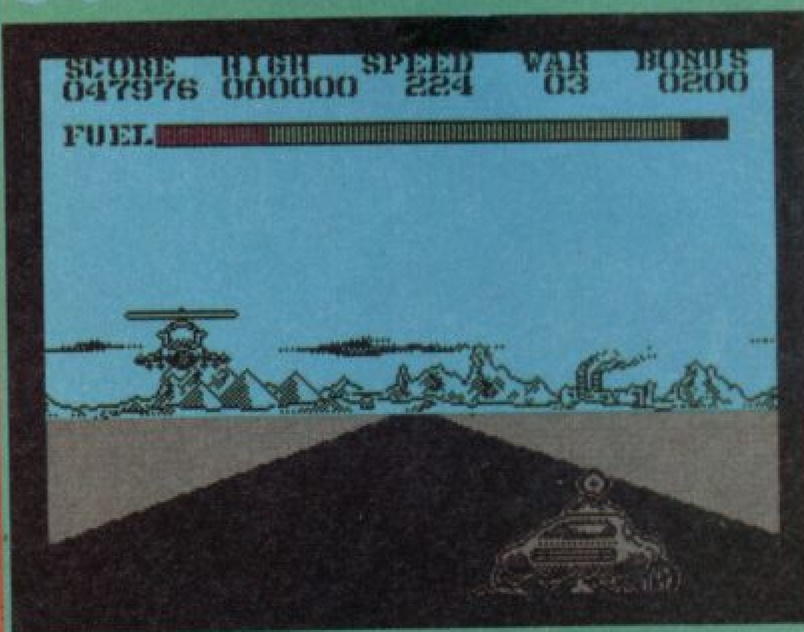


Across the aqua to awesome amazing Amsterdam, with it's naughty nedge nedge noworramean nightclubs and luscious lecherous lovely ladies.



Finally to bombed battled blown-up Beirut, with it's terrible titanic trouble making terrorists, who are aiming to beat the shivering, smelly, . . . (That's enough of that. Ed)

FIRE & FORGET



Steer, aim and fire. And that's it really.

Titus/£8.95 cass

Jackie The time: the future. The place: Earth. The scene: the M25. At least that's what it seems like, what with all the congestion on the road of this new release from Titus.

Boot up *Fire And Forget* and you'll find yourself behind the wheel of the Thunder Master — the ultimate fighting machine it sez 'ere. Earth is under attack from the Inter Galactic Liberation Organisation (IGLO for short) and apparently the only person who can stop the organisation in its tracks is you. (So much for the Super Powers, eh?) Funnily enough though, before you set off on your mission, your personal pocket galactical transmitter (PPGT for short) triggered a signal that sei you in a trance. Just as well really, as no one in their right mind would set off on a mission as unexciting and terribly tedious (UATT for short) as this, I'm sure.

Fire And Forget sends you speeding along a monochrome scrolling roadway in your Thunder Master (an almost indestructible four wheel drive) shooting everything in your sight — mines, roadside bunkers and tanks, rocks, helicopters and the IGLO's own vehicles — they're all legitimate targets. Move left and right and blast away, but don't expect to hit too many helicopters or roadside bunkers, 'cos unfortunately your cannon is fixed. So while you're busily trying to steer your Thunder Master on wickedly windy roads, you'll find it hard to hit anything unless it happens to be in the direction in which you're trying to steer. But you have got infinite fire power, so as long as you don't take too many hits or forget to pick up extra fuel cans along the way (which look remarkably like Christmas trees to the untrained eye) you'll probably win the war. That war that is — but there are another 11 wars to go, all remarkably similar to the first.

And that's the problem with *Fire And Forget*. Although there's 12 wars to battle your way through before you can claim to have rid the earth of the IGLO, you simply find yourself battling against the same old enemies — only a little faster each time.

If you like scrolling roadway shoot 'em ups that have little action apart from steering and shooting, then this is the game for you. If not — don't fire, just forget it!

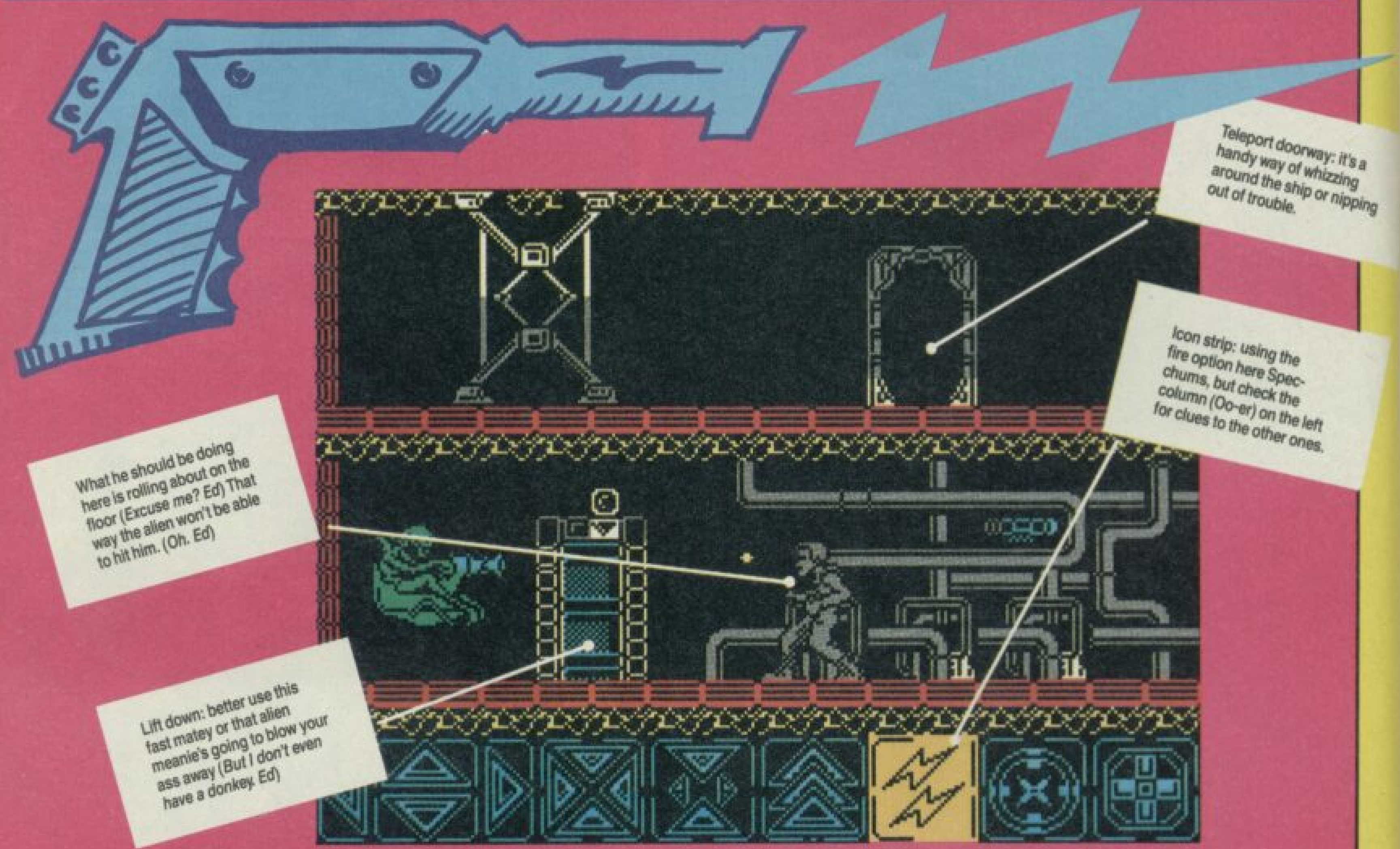
YS CLAPOMETER

A lucklustre shoot 'em up car game with little variation.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

5

OBLITERATOR



Out Of Control

A word in your shell-like about the controls. At first I thought 'Eek! This looks a bit tricky, what with movement controlled by one hand on the keyboard, while the other must nimbly flip across a baffling strip of icons to deftly pick from among other actions. This'll stump me and no mistake.'

In fact, it's real easy. On the left hand side are the up, down, left, right icons, with halt next to that. Into, which you use to go into teleports or doorways is next, followed by(Xmas tree shaped) jump. The twin lightning strikes are the shoot icon (using this and the keyboard, you can choose between which of the guns to use) and beyond that are defend (use this while running to roll under alien bullets — useful, huh?) and action (pick up or use what you're carrying).

Trickiest bits are when you must use two different actions — say jump and shoot — to kill a monster, and have to switch between the two before it kills you. Once this is mastered, you're 'laughing'.

Psygnosis/£9.99

Matt *Obliterator* is a bit of a corker from Psygnosis. It's a mappers delight, featuring endless corridors packed with maurauding aliens of various sorts, plus guns and components that you have to pick up to complete your mission.

Your task is to escape an alien infested space craft before it blows up — a task made harder because you have to rebuild your shuttle from scattered components before you do so. Your largish sprite lollops around the ship, going up ladders or through teleports as the mood takes him. Some of the backgrounds and monsters are rather well designed — as they were on the spectacular 16 bit versions — but the game has the same faults: slightly jerky animation and limited scrolling.

Not only that, but you soon get the feeling that there's not very much to do except keep running around blowing those muthas into next week. I don't know about you, but I found this tends to pall after a while. Once you've completed the game you're unlikely to come back for afters.

What a shame, because it's well packaged, looks quite good and the unusual control system works very well once you've got used to it.



YS CLAPOMETER

Looks better than it tastes. An uninspired shoot 'em up.

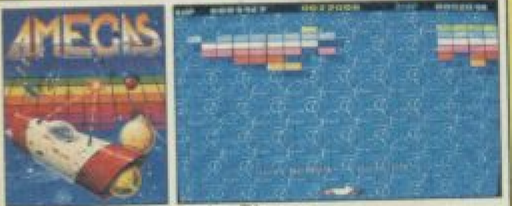
GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

6

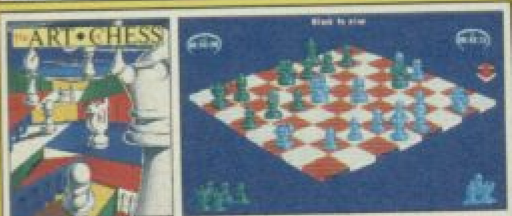


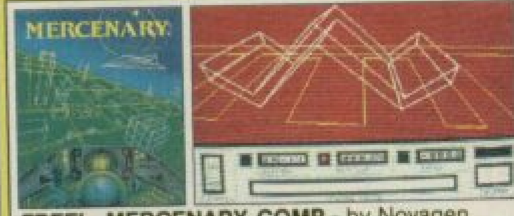
You'll need a map to finish off *Obliterator.* This one won't do, but it'll give you a rough idea about what you're aiming for.

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RUN THE GAUNTLET





Imagine/£ 8.99
Duncan *The Professionals*. Episode 18.
Bodie: You know something Doyle? I reckon that I'm the toughest out of the two of us. No one messes with me.
Doyle: Don't be a doughnut, Bodie, I'm the action man — you're just the ineffectual sidekick.
Bodie: You're asking for a poke in the eye, you muesli-muncher. You're the weak-kneed glamour-boy. All the viewers know that if we fell out and had a fight you'd get the pips kicked out of you.
Doyle: Ho, ho, ho. Says who — says a bloke who once played a handbag swinging, bouffant-hairstyled burk in *The Cuckoo Waltz*, a crap seventies sit-com!
Bodie: Right! You've had it!
Gordon Jackson: Boys, boys, boys. Calm down now.
Bodie: No, come on boss, you're our sort of 'father figure', who do you reckon is the hardest?
Gordon Jackson: I'm afraid Doyle is.
Bodie: Right! You've had it too you old git! Bosh!!

The casting director of Thames TV's *Run The Gauntlet* obviously agreed with Gordon Jackson — for who got the plum part as presenter of this tough men doing 'daring' things series? — Doyle, that's who (or Martin Shaw, as his mother prefers to call him). Have you seen the series? Four teams of moto-cross riders/marines/crocodile-wrasslers battle it out over five or six rounds of 'high action' stunt tomfoolery on impressive machinery: there are hovercrafts, speedboats, inflatables (Oo-er), dune buggies and jet-skis to name but five. And that's basically it.

So, the question is: what has Ocean done with its licence The only way to find out is to read on, chum! Most of the events from the TV series have been retained, and they've all been tackled in the same manner — viewed from above. There's a sandy off-road, flips-screen, race course for the meteors, supercats, buggies and quads (the essential difference between these are their respective speeds — the faster the buggy, the harder it is to control), and there's a vertically and horizontally scrolling lake scenario for the speedboats, jet-skis, inflatables and hovercraft. The same 'speed' rules apply here as well, the hovercraft being the hardest to control. There's also a section called The Hill in which you're out of the machinery and on your feet. It's assault course time — leap over holes, trudge through mud and try to avoid the water-jets — they'll knock you down. Up to three players can join in, by the way, or you can play solo against the computer.

When I first loaded up *Run The Gauntlet* I was quite disappointed, 'cos the same piece of coding for the racetrack and the lake is just used over and over again. The only differences are the vehicle sprites and their personal handling characteristics. Birrova con, thought I — until I'd had a few goes that is — the game's actually quite addictive. There's quite a bit of colour, and the graphics are quite chunky, although the animation is slightly on the jerky side. I've got a sneaking feeling this was a bit of a rush-job, after all, it could easily have been awesomely brilliant, but as it stands *Run The Gauntlet*'s a bit on the mediocre side.

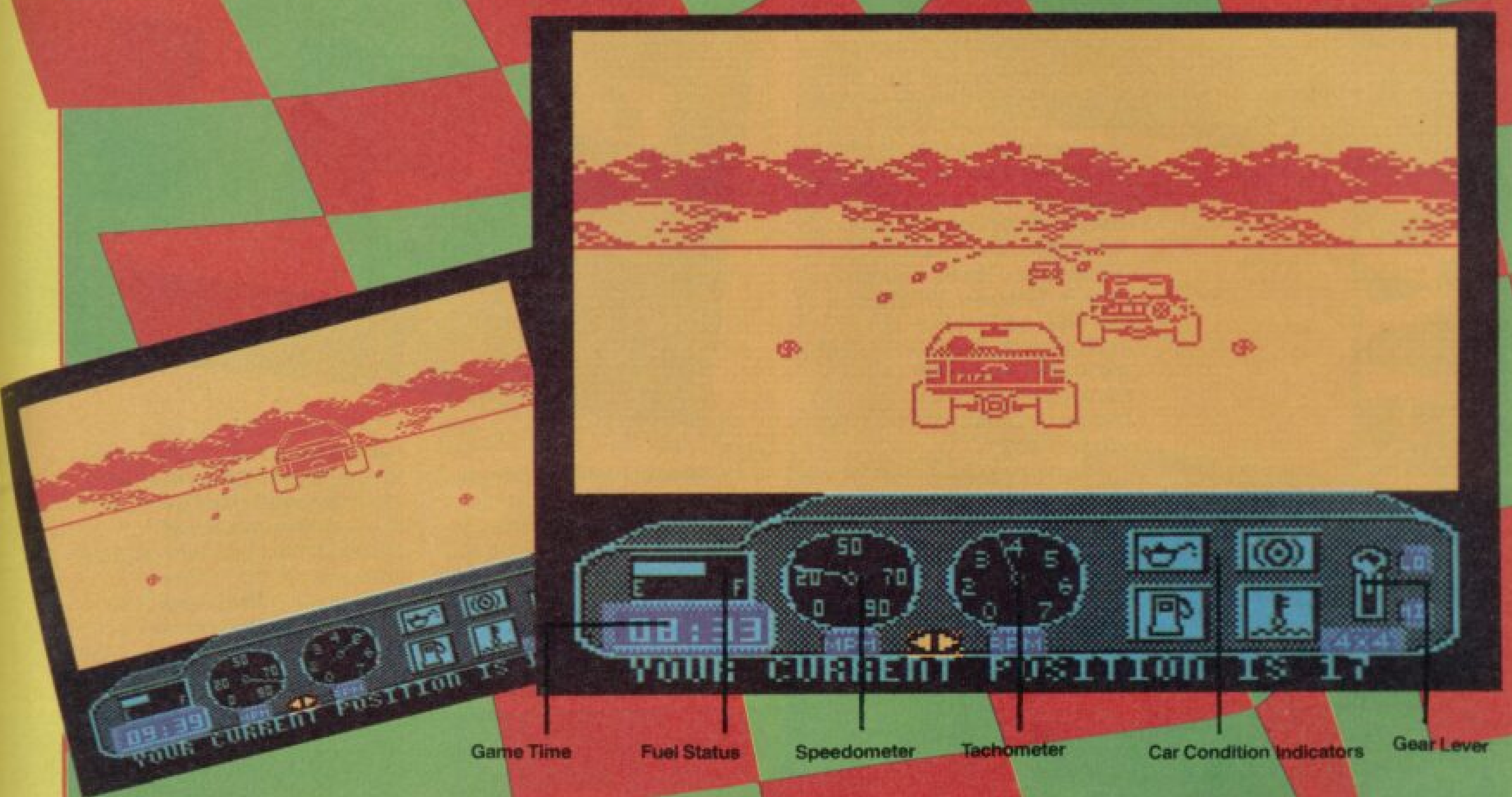
YS CLAPOMETER

Multi-event racing, boat driving and assault-course game from the TV show of the same name. Not particularly well implemented, but quite good fun despite it. Slap on the wrist for Imagine — it could have been a lot better.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

7

4 x 4 OFF ROAD RACING



Epyx/£8.99 cass/£12.99 disk

Jackie Tough old sport is this *4x4 Off Road Racing* caper from Epyx. Armed only with a four wheel drive and a few extra add-ons you must drive through some of the world's harshest, toughest terrain, in search of the elusive Victor's Cup. I must admit the last time I tried off road racing was during a rather hairy driving lesson — when I unintentionally mounted the pavement and drove through 14 flower beds before finally finding a parking space in an ornamental fountain. Driving through Death Valley was a much nicer experience.

You begin the Epyx form of off-road racing, by getting the choice of pitting your car against the elements in four equally inhospitable places — the rough desert of Baja, the (smooth?) desert of Death Valley, the mudflats and hills of Georgia, or the snow and ice of Michigan.

Once you've taken your pick, it's time to choose a motor in which you're going to traverse your chosen terrain, and once again you get a choice of four trucks (why else do you think it's called *4x4*?) — a Storm Trooper, Tarantula, Highlander and Kantana. Each truck is rated for seven factors — power, weight, gas mileage, endurance, ease of repair, volume without hood, volume with hood and fuel capacity. Check the factors given for each truck carefully, 'cos they'll help you to work out which truck is best suited to the terrain you've chosen to race on.

Next it's onto the Custom Shop and Automart where you can kit out your rig with all manner of twinkly motorised parts. Splash out on as many extra parts as you can — spare tyres *(Hey, I've got enough of those already. Phil)*, extra water, fuel and oil — 'cos if you break down you have to do all repairs yourself on the spot. There's no going back to the pits in this race.

Once you've kitted up, it's time to hit the road for some action. Or is it? Well, no actually, 'cos first you've to to load in the next block of code. Sigh. After a bit of chugging and whirring you do eventually arrive at the starting point and the race begins. Vroom!

Speed off down the smoothly scrolling track following the course marked out by the flags or poles ahead of you. Make sure you avoid the cactii and large paw-mark boulders strewn in your path. But if you see what looks like a large cow-pat ahead — belt straight for it and Coo! up in the air you fly. These cow pats are actually boulders, so if you keep using them as launch pads you'll soon find your damage factor rising. But they are useful in certain parts of the race, especially if you find yourself approaching a mud flat, sand dune or snowdrift, depending on which terrain you're racing. Drive straight into one of those and you'll find yourself well and truly stuck. Especially if you didn't fit a winch to your car back at the Custom Shop. You could rock your way out, but progress is painfully slow. So if you see a cow pat on the approach road to a bog, relieve yourself (Oo-er) by hitting it right on (the cow pat that is) and flying right over. Wee! *(Stop that! Ed).*

Avoiding obstacles isn't the only aim of this game though, 'cos you're also racing against the clock and your opponents. The race kicks off at 8.00 in the morning *(That means Duncan's got no chance of winning 'cos he wouldn't even be at the start till 12.00! Ed)* and it's your aim to reach the first checkpoint by 11.30, the second by 2.30 and to complete the race ahead of as many opponents as possible. Of course this is easier said than done, 'cos in the rough 'n' tumble world of off road racing, progress is often hindered by damage to your mean machine. This is where the game begins to annoy, 'cos in order to repair any damage, you've got to rewind, load, repair, load again and only then can you continue the race. It's probably as time consuming as it would be in a real race, and in that respect a good simulation, but... zzzzzzzzzz.

Multiload apart *4x4 Off Road Racing* is a good game. The graphics are simple but effective and you get a real feel of movement as your car speeds, leaps, chugs and cruises along the undulating roadway. It's a fun simulation and should provide you with hours of fun. So folks, get out there and get your kicks on route 356.

YS CLAPOMETER

Not a pure racing game, but a good off road racing sim, which has a lot more going for it than Mark Thatcher did in the Sahara desert.

GRAPHICS	■■■■■■□□□□
PLAYABILITY	■■■■■■□□□□
VALUE FOR MONEY	■■■■■■■■□□
ADDICTIVENESS	■■■■■■■□□□

7

THE ARCHON COLLECTION



Electronic Arts/£9.99

Phil This isn't really a compilation tape, especially as there's actually only two games on it: *Archon* and *Archon II*. They started life as single games on 'other' machines, notably the Commie 64, but this is the first time either of them has appeared on the Speccy.

Archon was the first *(and* Archon II *the second, right? Ed)* game of this type and is based loosely on chess, although the similarity ends with your first glance. The two sides are light and dark, clearly, but light is order and dark is chaos. In fact, on closer inspection the characters look decidedly more dangerous than the normal chess set, and so they are. They're all mythological characters, like Firebirds (Phoenixes, I think), Sirens, Kraken, Gorgons, Wraiths, Chimera, and the like. The two main players, the equivalent of the King in chess, are The Mistress of Chaos and the Master Of Order. If they fall then you are sunk.

The game goes in rounds, and the background squares to the black reflect this by turning from white to dark, showing the phases from light into darkness. They call it the Luminosity Cycle. Heavily symbolic, I think you'll agree although 'of what' exactly, I think Dr Hatstand has more idea.

But thass norrall, as they say in the movies, cos in spite of being a pretty stiff (HONK) strategy game, there is also a combat screen when two characters clash, which calls on the muscles in your hand rather than the big one between your ears. (HOONNKK!!) The two players warp into a battle zone where they can shoot it out with more space around them than they can find on a board crowded with half-men/half-tea towels.

Archon II? Well, it would be churlish to say Yep, it's more of the same, but it's tempting. The zones are different but the

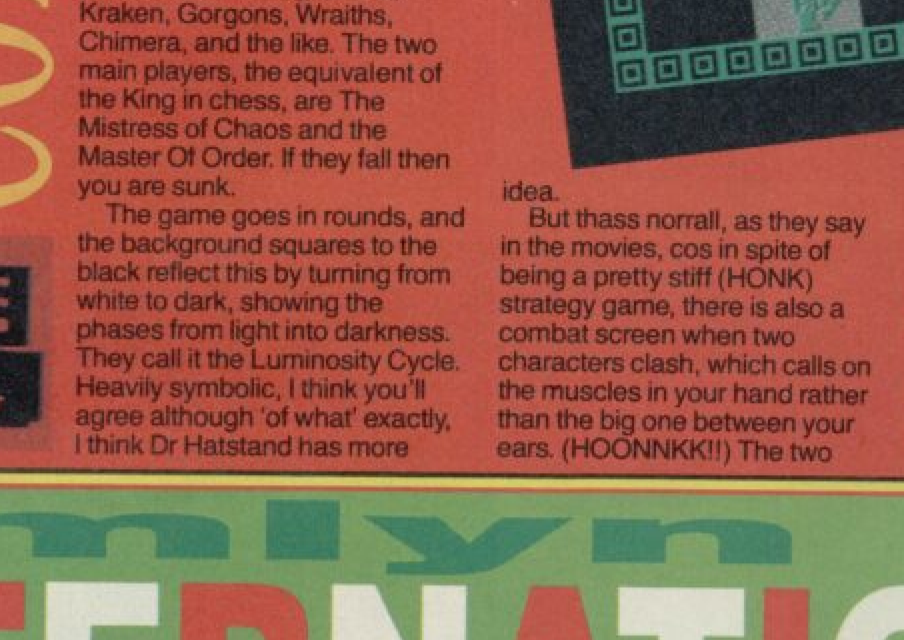


emlyn hug INTERNATIONAL

Audiogenic/£9.95 cass

Marcus "Ooooh! Ooooh! Ah know it! Ah know it!" Oh shuddup. Bleedin' Emlyn, with his one man crusade to make the dog whistle redundant. Doesn't he make yer sick?

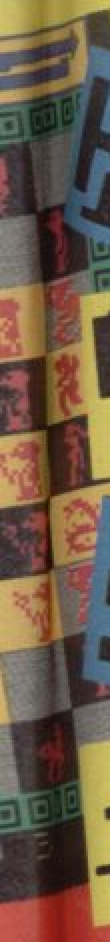
While you're thinking about that one (and pass the vom bag when you've finished with it), here's *Emlyn Hughes' International Soccer*, the computer games industry's latest attempt to cash in on our fascination with the national game. Do gamers actually play footie, I wonder? Do they have time, if they spend hours a day on computer footie simulations? Still, unabashed by the presence of at least 458,930,309 perfectly adequate footie sims on the market, Audiogenic has joined the merry throng, with a sim based on a national league and cup system for international teams (well, it's different), and the added bonus of Emlyn's grinning fizzog splashed all over the cover. No doubt they'll sell trillions.



But is it any good? Well, we are happily past the day of the truly crap footie sim — remember *Super Soccer*? Remember the first *G Lineker* game? But although this is perfectly playable, it's hard to recommend it over any of the real old faves that the dedicated footie simster comes back to again and again. Essentially it's the old problem — instead of going for a straightforward arcade game, or leaping in at the deep end and concentrating on the management side, *International Soccer* attempts to kill both birds with one stone — and doesn't hit either in the process. So there's some action, and there's some strategy, but there's not really enough of either.

What does not help matters is an innovative but infuriatingly awkward menus system, based on the WIMP systems you find on STs and Amigas. With the joystick you pull down the menu, but if you stop on one selection for even a femtosecond, you find that you have selected it, which can be a little tiresome when it's something like SAVE GAME. It would be rather more sensible to select an option by pressing the joystick — or is that too simple?

There's also an important Fib in the instructions, and I quote: "Whilst there are a wide range of facilities and control options, these have been designed in such a way that you can sit down and play without hours spent





Master Of Order: The boss, the chief of everything 'nice'. Makes Cliff Richard look like Bob Hoskins.



Kraken: It's the way they tell 'em apparently. Yes, it's a Kraken, and as such can be expected to be a huge scaly monster from under the sea. A bit like Duncan really. Only wetter. (Thwack!)



Wraith: Don't turn you back on this bloke, 'cos he'll suck your lifeforce out of you before you can say Bob Holness.



Siren: Bee baa bee baa... oh sorry, more of a fishy mermaid type, actually. Sings you to death apparently. Belong to the same choir as Ed then?

players are basically the same sort of caper. You must occupy the six 'power points' on the board or die in the attempt. (I always loved that phrase.) The board itself is four bands of colour representing the four elements, earth, fire, air and water. This time, apart from your hybrid mythological chummies, you also have some elementals (from the first game) and some sulphur snorting demons too. With them you must mop up the opposition and occupy the points. Simple really. You think so? Just wait until you try it.

So all this is very nice but what do the games play like? They're quite hard for sure but that's the good thing about them. Playing against the computer can be a bit frustrating as you need to be the Incredible Flash to shoot back as fast as it does with its characters. You'll always lose against the computer. But the really swell thing is when you play against a friend. Yep, these are two player games, folks, with the two of you elbowing each other about on the keyboard. Keys 3,4,A,Q and CAPS for one of you and B,N,L,P and SYMBOL for the other. Odd choice but there you go.

I like the *Archons*, even if I can't decide how to say it, and as a good value package you can't really go wrong with this.

YS CLAPOMETER

Spooky mythological corker. Great stuff

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

8

...ghes' ...L SOCCER

studying the manual and getting to grips with the controls." Wrong. It's all but impossible to find out what's going on without studying the instructions with the greatest care, and even then you might not find out everything you want to know. It can be frustrating, for instance, to find out that you are managing Italy when you are much keener on England and besides, you don't like lasagne.

The strategy elements, when it comes down to it, are thin in the extreme. After all, when you are choosing your players, why should it matter which ones you select when all of them are going to be controlled by the ultimate chance factor — your hand on the joystick? This leaves the arcade segments. These are by no means bad — *Match Day 2* has had much beneficial influence on football programming — but they are not better than the other 458,930,309 sims on the market. How many different ways are there of playing football on a Spectrum? Very few, if the endless stream of Speccy footie sims is anything to go by.

In the end, there's a real "Why bother?" feel to the whole enterprise. Of course, we know why they bother. Huge wads of cash is why they bother. It's by no means a bad game — moans aside, it's been well programmed and looks a treat, especially the computer versus computer games. But if you have *Match Day 2* or any of the *Football Director*-style games, you don't really need this. I certainly don't. (BUNG!) Next please.

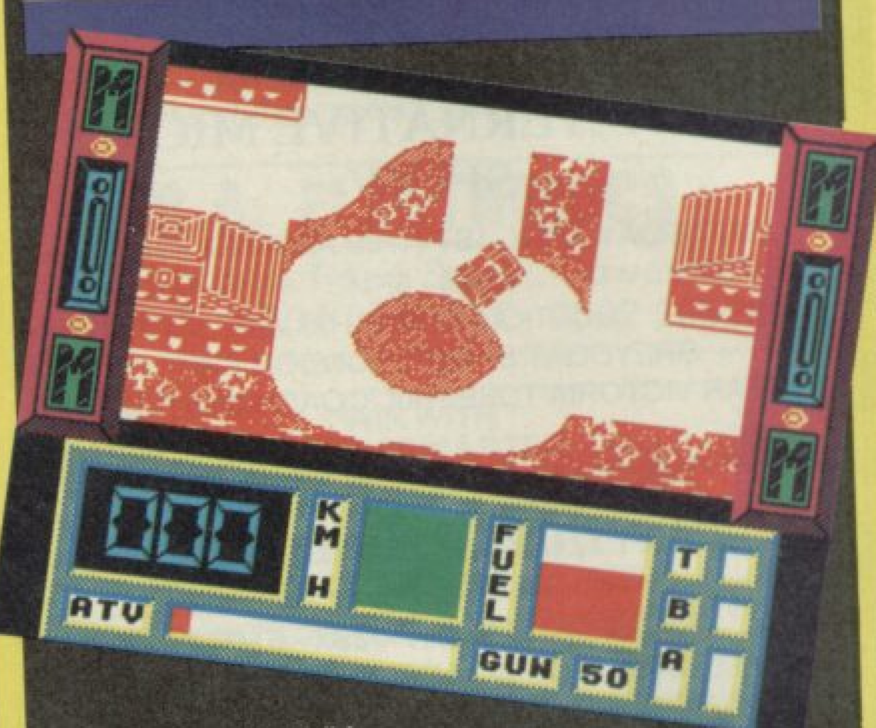
YS CLAPOMETER

Well implemented (control systems aside) but ultimately derivative football game combining action and strategy to little effect.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

5

MOTOR MASSACRE



Gremlin/£7.99 cass/£12.99 disk

Macca Dr. A. Noid (certified mad scientist) thought he could conquer the world by manufacturing a totally addictive food substitute called Slu and getting the entire population of the world hooked on it. The problem was it worked. Slu replaced money, and money became paper. Whole cities were trapped by their addiction. Slu-junkies in killer cars roamed the street, hoping to dismember any unlucky Sunday drivers in an effort to find some Slu.

So a price is put on Dr. Noid's demented head. And you're a bounty hunter. And you've got an Armoured Tactical Vehicle (ATV to you), armed with a 50mm cannon and a battering ram. And Dr. Noid has sealed the cities so no one can punch his ticket. And you've got to break through three cities before you can punch the aforementioned ticket. And why not?

You have to steer your ATV around the city, searching out the elusive packets of Slu, avoiding Kamikaze cars, splattering mutant zombies on nearby buildings. Your ultimate aim is to find an Arena ticket and win the Arena race to proceed to the next sprawling metropolis.

Slu is a very important commodity. With it, you can restock on petrol and ammunition, and also tack some versatile hardware onto your aged ATV. Things like turbo-chargers, airbrakes and battle-armour.

You see an aerial view of the city, mapped out as a grid of scrolling roads and buildings. You direct the aerial view of your car around tight corners and over bridges, keeping your eyes peeled for oil slicks, land mines and barricades.

The graphics are terrible. The buildings are just diagrammatic blocks and your car is a horrible collection of blocks. It only has eight points of direction so turning into a right angled corner is nearly impossible without colliding into a wall. And, to make matters worse, all the corners are right angled. The scrolling is smooth but the car is just so unwieldy. When the enemy cars spot you they surround you and won't budge until you shoot them.

Any addictiveness and challenge there might've been is lost in the frustration caused by the terrible graphics and control system. It's sheer disgust that puts this cassette on the shelf.

YS CLAPOMETER

Horrible bird's-eye viewed driving game, lacking in any good graphics, fun or playability. The kind of game articulated lorries were designed to run over.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

5

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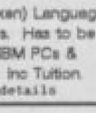
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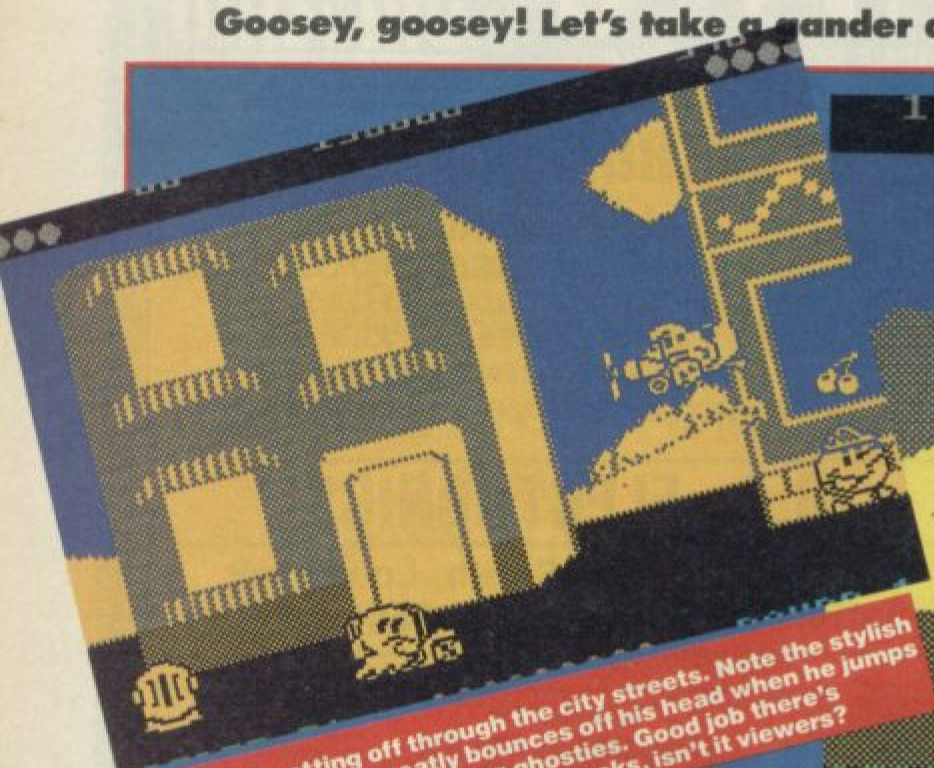
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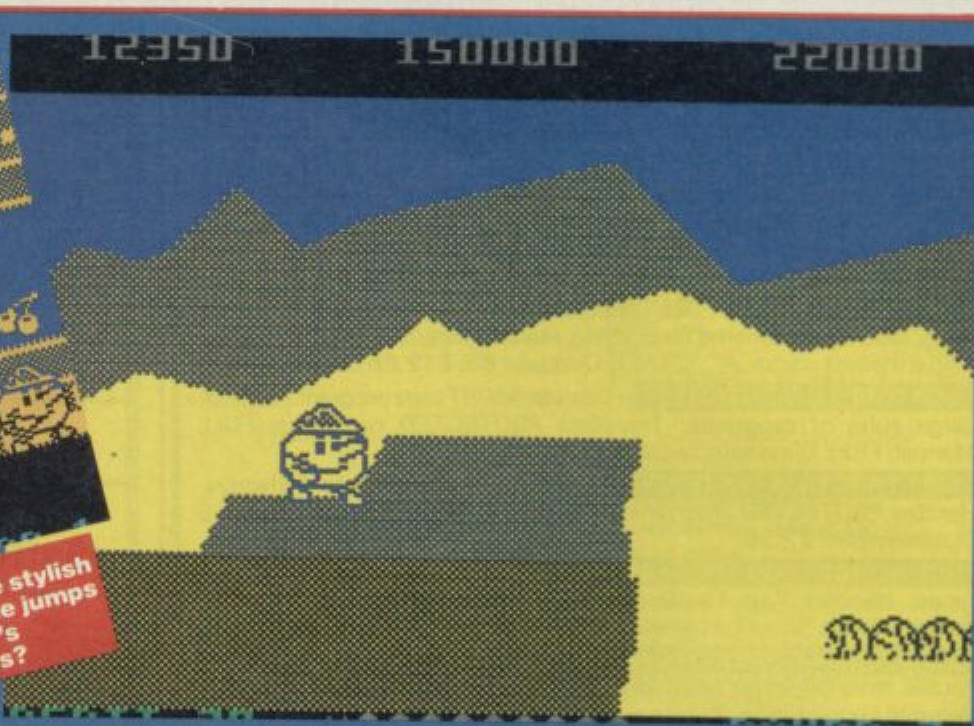
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FUTURE SHOCKS

Goosey, goosey! Let's take a gander at what's new on the Speccy game front!



Here's Pac setting off through the city streets. Note the stylish chapeau – it rather neatly bounces off his head when he jumps over fire hydrants or pursuing ghosties. Good job there's nobody around to see how silly he looks, isn't it viewers?



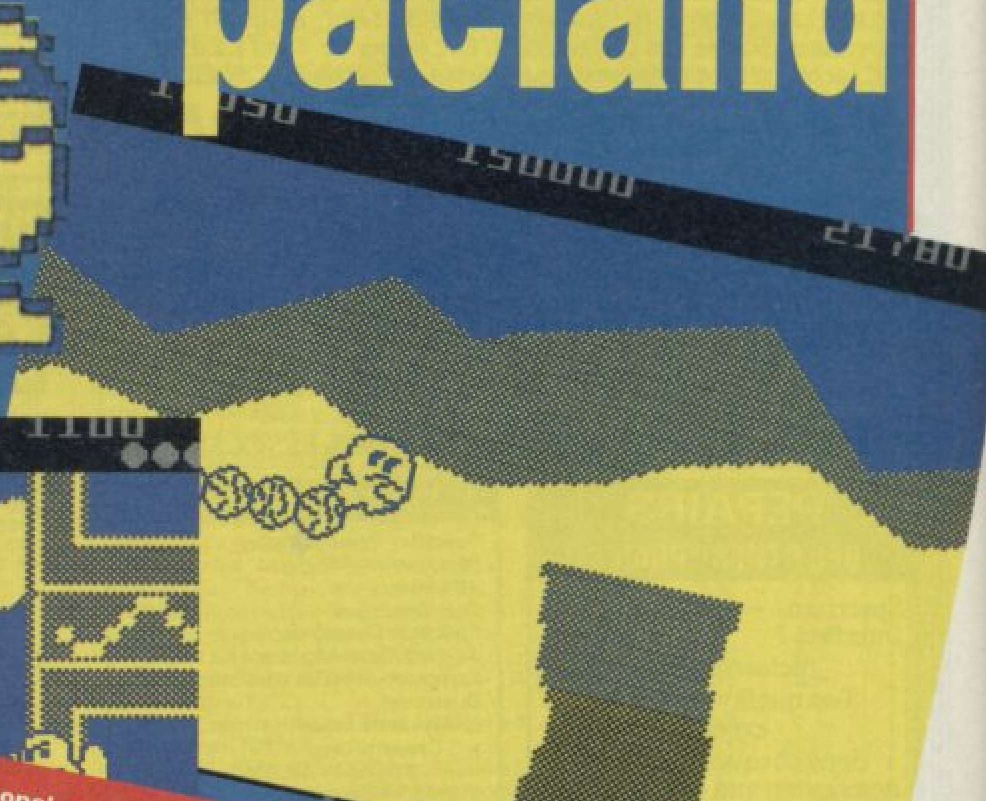
Getting difficult now. Jumping across the ravines using the rolling logs is not easy at the best of times, especially at that tricky moment where the screen flips and you have to re-orientate yourself as to where you are.

pacland

Grandslam

Nanananananananananananana... *Pacman!* At last hitting the wonderful world of the Speccy (there'll be a review next issue, Pac pickers) at £8.95, *Pacland* might be full of bright colours and look a bit, erm, girlie, but don't let that put you off. Complete with the little fairy Pac has to return to fairyland tucked safely under his jaunty Robin Hood hat, and with his nose enlarged to almost Pinnochio proportions, Pac heads off on his travels into Pacland. What will he find? Where will he go? What will happen to him? Let's go and find out shall we?





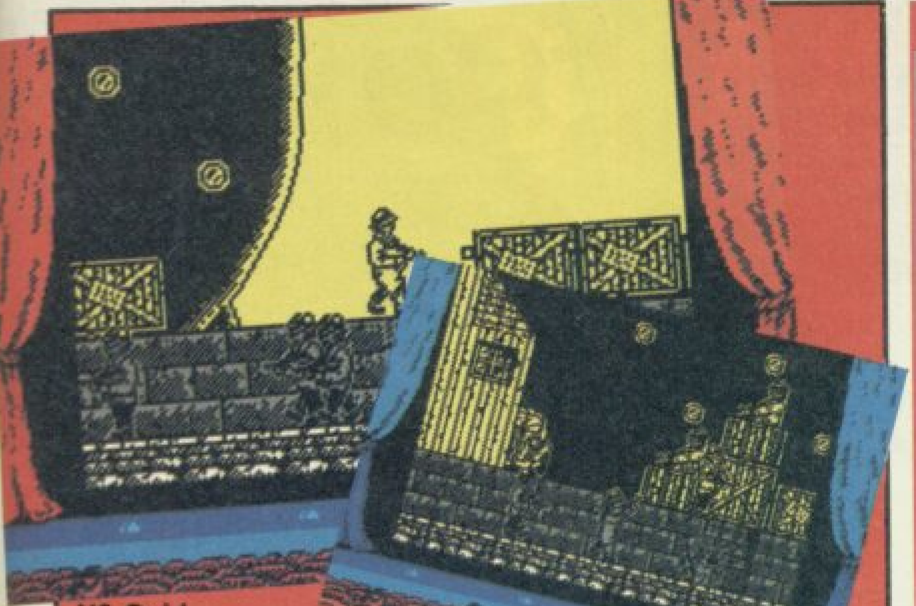
Whoops! see what we mean...



In trouble already! Not only can he get caught by the ghost but also run down by the car, bombed from the air or hit by the aeroplane. Listen for the car sirens to tell you when they're about to appear. Yikes!

And there you have it! Just time to tell you there's a joystick waggling bit yet to come where you have to cross the river and then the entrance to Fairyland where you receive your magic red boots. These let you fly back to the beginning and then you start again, only it's harder. What a thing, eh?

FUTURE SHOCKS



CHICAGO 30's

US Gold

"Chicago, Chicago," as Frank Sinatra used to say, "is my kind of town. Chicago, Chicago, I'll show you around... Bet your bottom dollar you'll lose the blues in Chicago." But if US Gold's new gangster shoot 'em up is anything to go by, you'll probably lose your life as well as the bloomin' blues in Chicago!

Strangely this game seems to be set in a cinema complete with the sort of audience that would go to see *Escape To Athena* — very sparse! It's a gangster type shoot 'em up from the days when the most popular overcoat making material was concrete and the last thing you'd expect to find in a violin case would be a Stradivarius!

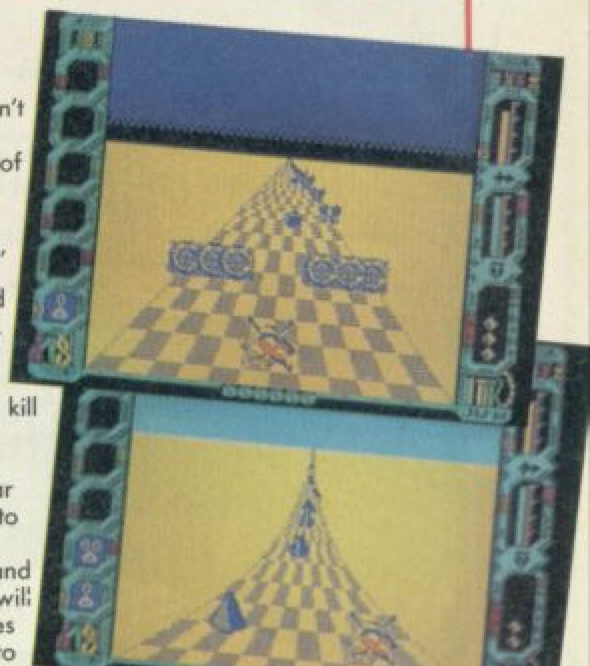
You play Detective Eliot and your task is to negotiate five levels: from the streets to the port, to the outskirts of the city, and finally the illegal alcohol warehouse! There are squillions of gangsters trying to hinder your progress — they even poke out of the sewers to take pot shots at you, the dirty rats! Later in the game you can hop into your motor — a customised Chevy, no less — to help you in your quest! Dagga, dagga, dagga, dagga... You'll never take me alive, copper!

ELIMINATOR

Hewson

Look out! Here comes the Eliminator! A machine built to destroy all forms of life. (Wouldn't it be fun to take it to the Tory Party conference? Oooooh! Bit of politics there!) Well, go to the bottom of our stairs!

In this the latest from Hewson, you get to travel from planet to planet in this mean machine and destroy everything in your path, and since the game is set on a progressively scrolling, winding path, this means that you get to kill everything! This will be a rapid action blast 'em up requiring speedy reactions and a muscular trigger finger! There are aliens to be destroyed, obstacles to be avoided, icons to be collected and even ramps to run over! These will either help you to jump obstacles or else leap your vehicle up onto the ceiling! Whooo! Due out about the time you read this. Check it, it's a blast (literally!)





GEMINI WING

Rebel

Hey, man! Everything's gone green! Green politics, Greenpeace, the vegetables in Duncan's fridge, and now even Rebel has 'gone back to nature' with the world's first 'organic' computer game. But what has Rebel got against insects? We'll be cornswaggled if we know! We may have zapped the odd woodlouse with our magnifying glasses, and painted houseflies in camouflage colours with Humbrol enamels, when we were younger — but to go to the extent of producing a computer game where the adversaries you blast to pieces include luvverly flutterbys and beetles!?! Weird!!!! Rebel has thrown in some salmon, evil eyes and giant cyclops monsters too, mixed them all up and produced a new vertically scrolling shoot 'em up.

Blasting some meanies will leave behind 'gunballs' which you collect to add a mind warping array of weapons to your craft! These include a giant wand — also known as the windscreen wiper of death (!), homing missiles, and a firewall that spreads out to the sides before rolling up the screen toasting everything in its path! Shame your adversaries aren't marshmallows really. We always loved 'em toasted round the campfire! Ging, gang goolie goolie goolie wish wash... *(Shut up Ed)*

EDDIE EDWARDS SUPER SKI



Loriciels

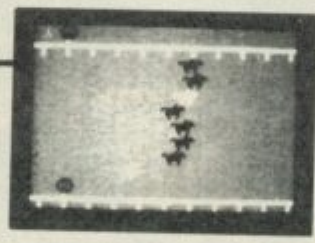
Hmmmmmm! It's a shame this game wasn't out a bit earlier, 'cos then T'zer could have taken a few tips from it before she went on her skiing hols. She ended up with a knee injury after going on the piste! And then she had to negotiate the slopes!! She should've played this game first.

Eddie Edwards Super Ski is a 3D ski simulator in which you can experience all the thrills and spills of four ski events — including the ski jump, the slalom, the GIANT slalom and the speedy downhill race — without any of the risky bits, like sprained knees! We think the finished version could be well wicked! It promises nice smooth graphics and looks very fast! Watch out for it later this month.

FIRST PAST THE POST

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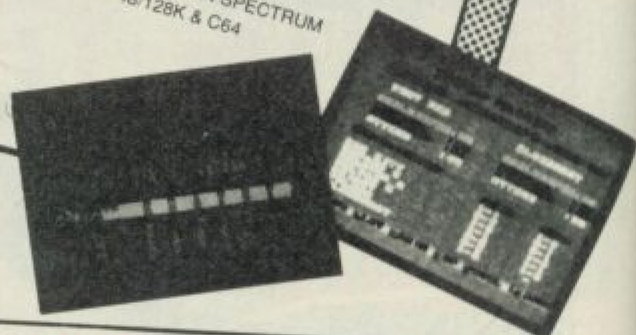


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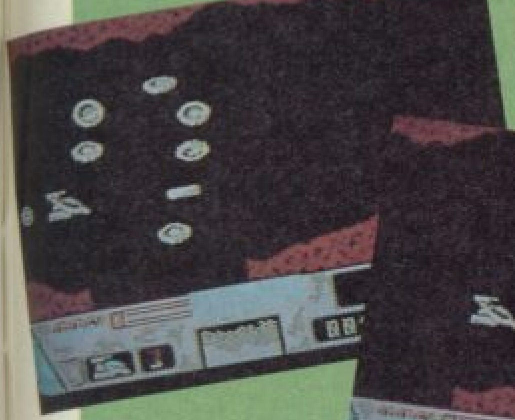
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FUTURE SHOCKS

DNA WARRIOR

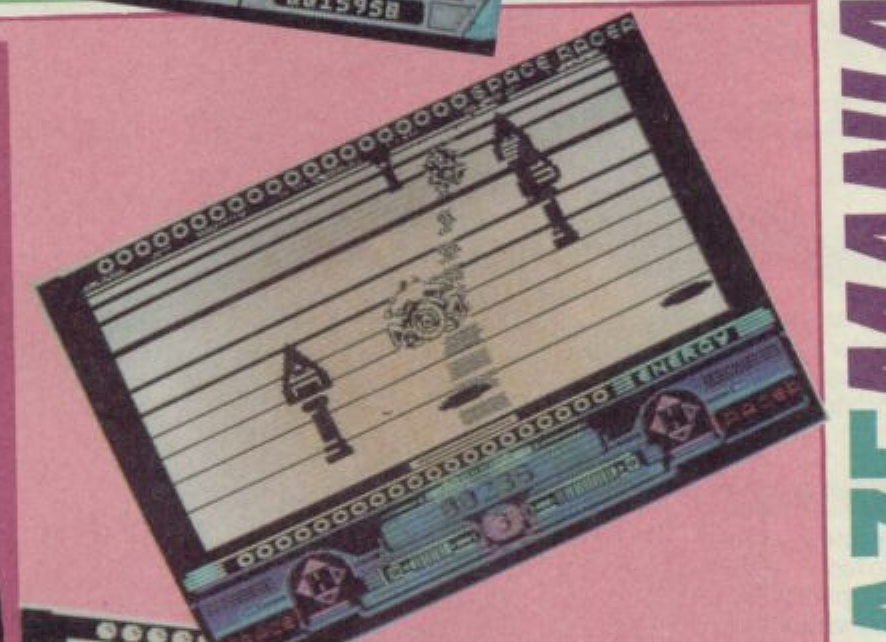


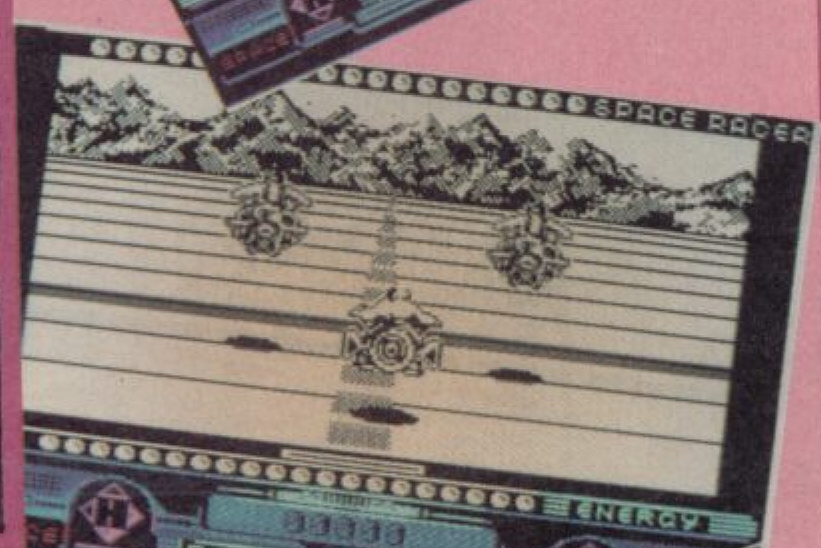

Cascade
Woooooooo! What a coincidence! Take a closer look at the X-Ray photo of our very own Ed's insides in *Psst!* Look very closely and you'll probably see a very small submersible. See it? Well, that's the Cascade team researching its new game *DNA Warrior!*

A brain is lost in someone's insides. The problem here is that the brain belongs to a top secret scientist who had the implant as part of one of those wacky experiments that go horribly wrong! So it's into your sub and off into the wild gungy yonder.

Much like the movie *Fantastic Voyage* with Raquel Welch (hem hem) the micro-sub has to defend itself against the body's defence systems, you know, white corpuscles and all that gear. Furthermore there are attacks from mutant brain tissues! Gad! You have to weave your way through bionic limbs and a pace-maker too (watch out for the Duracells!) all en route to that spongy grey mass between the ears!

SPACE RACER







Loriciels
Ancient Rome — what a time they had then, eh? Imagine if you'd lived then. Billy Graham would have lasted as long as *Phil Snout's* Lion Bar, and you probably wouldn't have been able to turn the corner of a Roman road without bumping into Kirk Douglas or Victor Mature!

Lorciels reckon we're heading that way again, it seems, cos its setting its new game *Space Racer* in the year 2132 when games of death are what the public want! You are one of the many competitors in the space race but there can only be one survivor!

Sounds like the recipe for a great game in our books, especially if the action and graphics are as fast and smooth as we've seen. Shekel count on this one is £8.99 (£12.99 disk).

MAZEMANIA

Rack-it
Well cut off our legs and call us shorty! What did we tell you earlier! Here's another 'back to nature game'.

You're a hedgehog called Flippo *(No I'm not — an annoyed reader)* No, no, you *play* a hedgehog called Flippo, and you've got to travel through a giant maze, turning tiles over as you go. It's the sort of thing hedgehogs do — annoying verminous little spike-balls. Cuddly? Ptui! Cuddly my foot! They're covered in fleas and make disgusting grunty noises, and in our opinion all the hedgehogs in the country should be gathered together and strung up — it's the only language they understand. Furthermore . . . *(That's enough hedgehog bashing. Ed)*

Anyway, Flippo's going to have to avoid a lot more than verminous hedgehog bashers like us, 'cos there're some gliding aliens who hope to 'put paid' to his quest too.

Some of the action takes place in a vegetable garden: for Flippo's sake it had better not be ours. Oh, the price? £2.99



OVER AND OUT

That's all for this month folks, but hang on to your hats, 'cos next month we're going to be have a peek at Aaaargh (Mastertronic), *Weird Dreams* (Rainbird), *The Running Man* (Grandslam) and *Hotshots* (Gremlin) amongst many, many others. Toodle pip!



PETE'S PUZZLERS

Get your brain out of the pickling fluid — Pete's back to prod it with some more of his problems...

FIND THE LADY

Thanks go all the way to **Serafim Fonseca** from Portugal for this puzzler. And it's not a trick question — you've really got to work it out!

There are three girls — Helena, Teresa and Diana. Teresa is the good girl and always tells the truth. Diana is moody and only sometimes lies. Helena has a wicked streak and always tells fibs. Based on this, can you work this out? If

Girl A says girl B is Teresa
Girl B says she's Diana
Girl C says girl B is Helena

Who is actually who?

DEATHLY ENTRY

Andrew Smith from Hindhead in flowery Surrey came up with this trickster... A man is heading for the centre of a field. How does he know he's going to die when he get's there?

EXPRESSIVE THOUGHT

Over to **Ben Powell** from Kettering, who'll enlighten you with his words of wisdom...

An express train leaves London for Birmingham at exactly the same time as a slow train leaves Birmingham for London. The express train travels at 100mph, making no stops, whereas the slow train travels at 50mph making ten stops. Which train is further from London when they meet?

YS, PHONE HOME

Simon Roche from Co. Galway in Ireland wrote in with this quickie — and I'll just pass you straight over to him... A perfectly ordinary man goes into a perfectly ordinary telephone booth (which is working!), and has a perfectly ordinary telephone number to dial, but can't make a phone call. Why?

BRIDGE OVER TROUBLED TRUCK

Dowlch am fawr, **Gareth Edwards** of Clwyd for this teaser... A lorry has managed to get itself wedged underneath a bridge in such a way that it seems impossible to move the lorry at all. A little boy comes up with a simple solution to the problem. What was it?

PHONE TROUBLES

The man with the morbid puzzlers is **Joseph Lock** of Abingdon... Over to you, Joseph...

There is a man lying dead in a phone booth and both of his wrists have been cut open. There is a big fish just outside the booth and broken glass on both sides of the booth. Bearing in mind this wasn't a suicide attempt — how did the man die?

TRICK WICK

Andy Wright of Derbyshire is the man to blame for this totally stupid puzzler.

Two identical candles are placed one at the top of a cliff, and one at the bottom. The tide is coming in and both are lit at the same time. Which burns longer?

MOUNTAINOUS PROBLEMS

Coming all the way from Prestbury in Cheshire, it's young **Jack Brough** to entertain us with some wit 'n' wisdom...

What was the highest mountain before Mount Everest was discovered?

PUNCTURE REPAIRS

Written on very, very thin notepaper, and all the way from down under (not Brighton), but Australia, **S. Jones** has an antipodian poser...

A woman drove from Birmingham to London. Long before reaching her destination, she noticed that she had a flat tyre. How did she complete the trip without damaging the wheel of her car?

SIGN LANGUAGE

PRIZE PUZZLE No 11

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This month's prize puzzle is a real brain blender for you all, courtesy of **Evan Kirby**, from Dumfriesshire, Scotland. All (*Hah! All?! Ed*) you have to do is work out what the symbols mean and then find them in the wordsquare. For example '&' is an ampersand, so look for the work ampersand in the wordsquare, and so on. It's tricky puzzlers, but when you've sussed it, fill in the coupon with your name and address and send it to, I've done The Incredibly Tricky Prize Puzzle ∴ My Brain Is > Yours Compo, PO Box 1509 Enfield, Middlesex EN1 1LQ, to arrive no later than April 30th, 1989.

I want to have my π and eat it, because I've filled in the grid!

Name..............................

Address..............................

....

..............................**Postcode**..............................

LAST WORDS

Well puzzler pals, that brings the show to an end for another issue. Thanks to all who contributed this month. If there are any other takers for the fab goodies winging their way to these lucky folks, then send your puzzles to Pete's Puzzle Page, *YS*, 14 Rathbone Place, London W1P 1DE. Oh, and if you're stuck, the answers are on page 88.


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